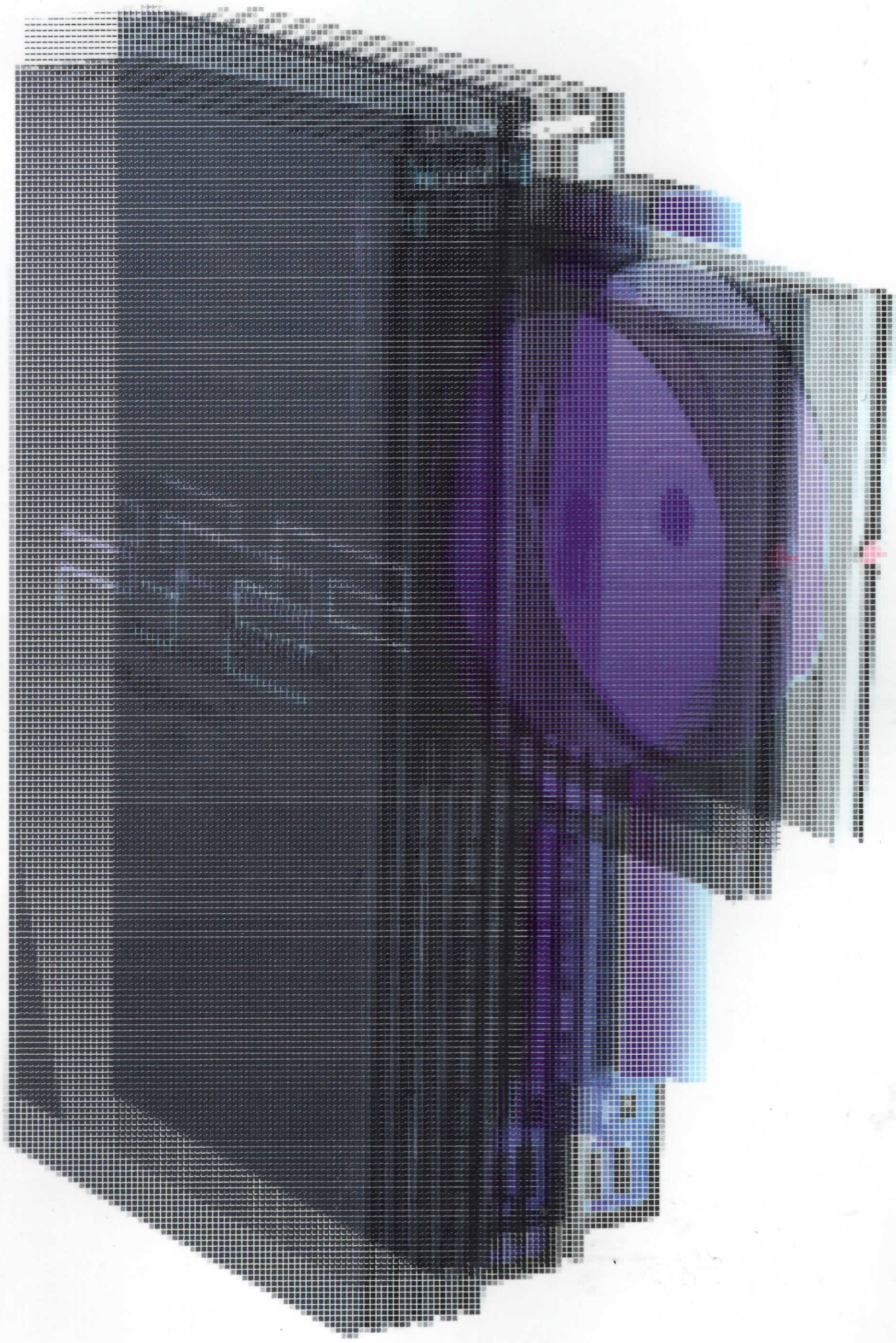
PS2

PLAYSTATION2 WORLD LAUNCH COLLECTOR'S ISSUE £3.99

9 771470 064007 03



DOWNLOADING...

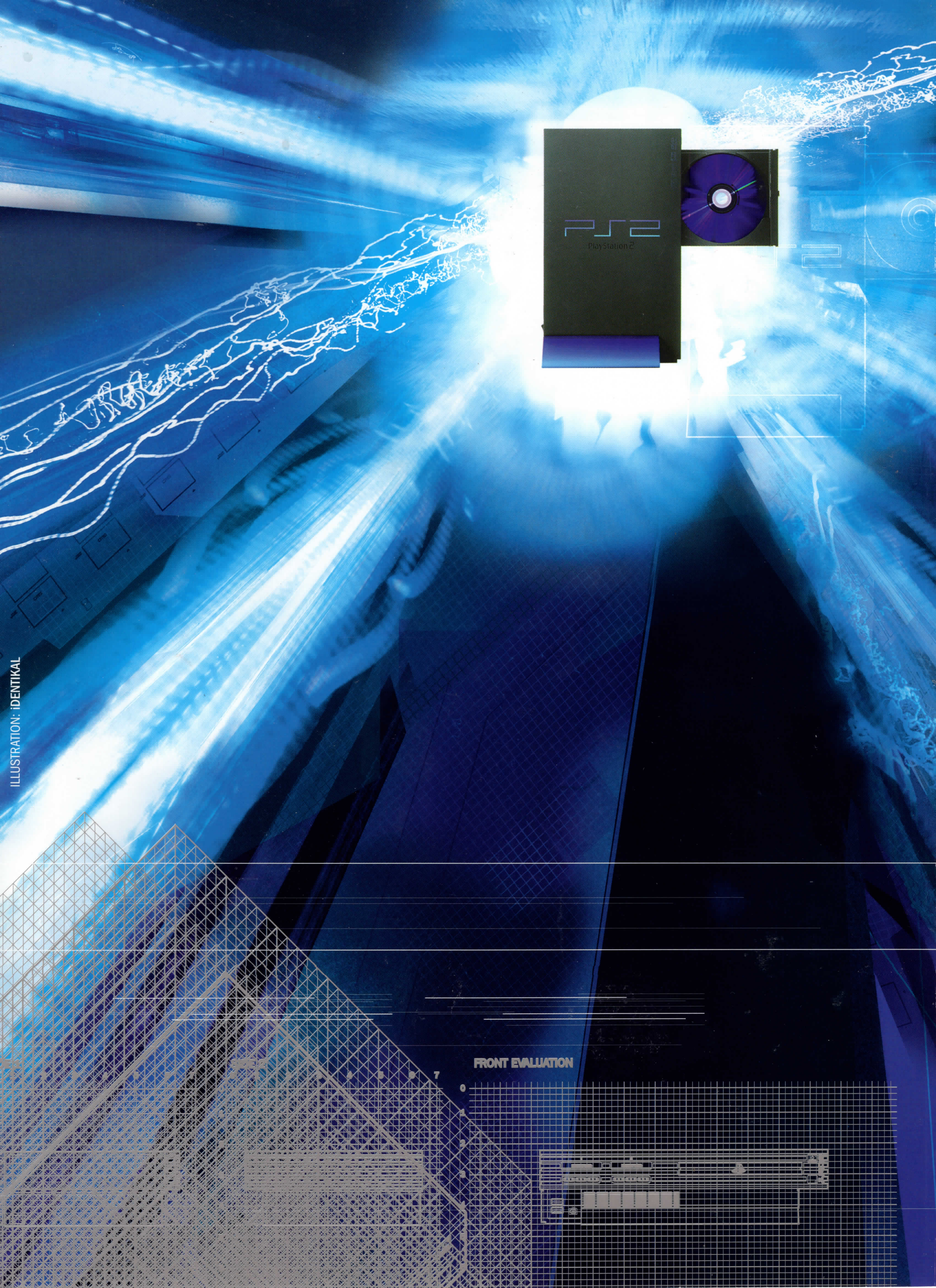

PS2
PlayStation 2
SIDE 2
FRONT EVALUATION
0
7

ILLUSTRATION: iDENTIKAL

“ANY SUFFICIENTLY ADVANCED TECHNOLOGY IS INDISTINGUISHABLE FROM MAGIC”

-ARTHUR C. CLARKE

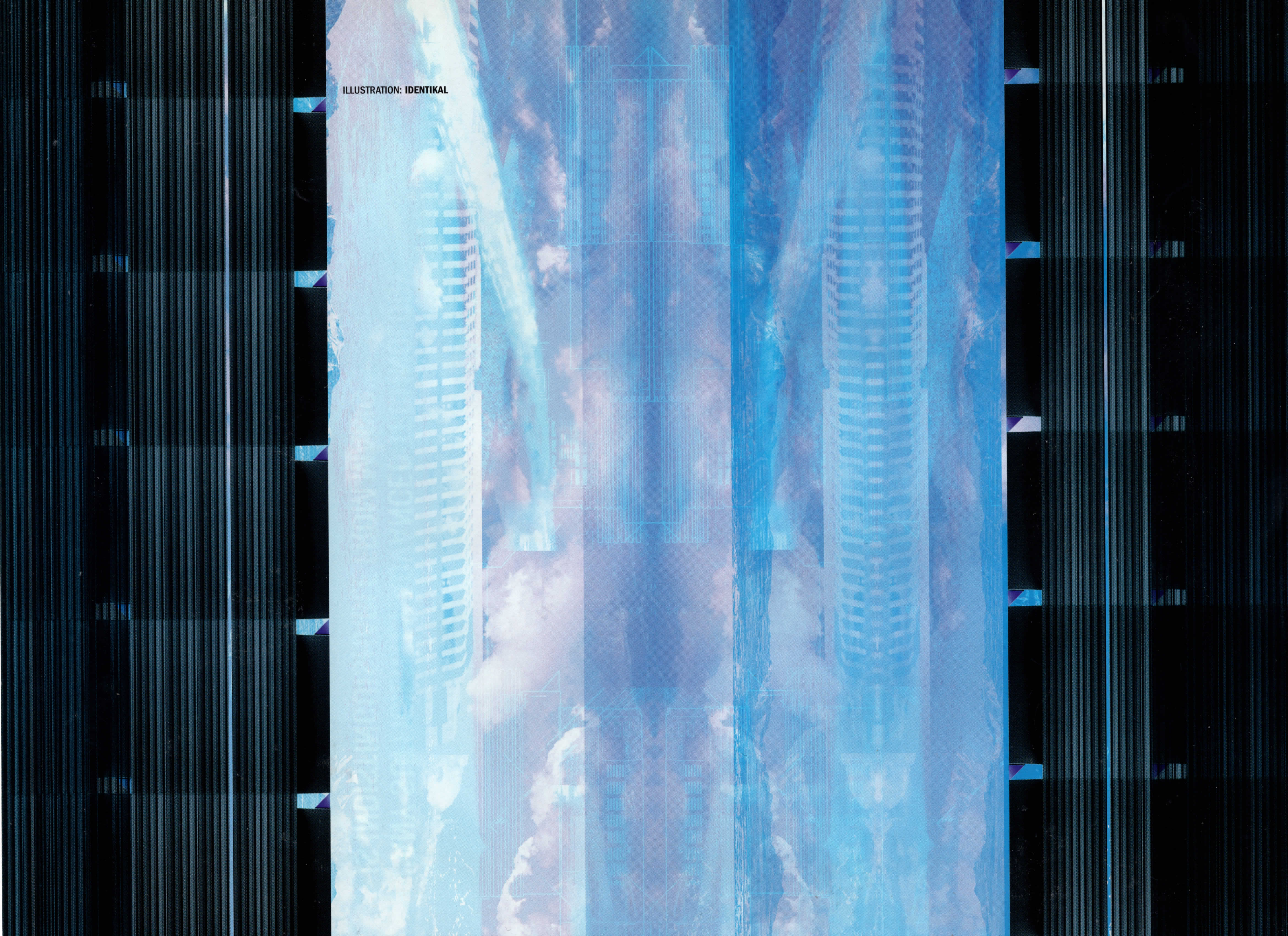


ILLUSTRATION: IDENTIKAL

"I CHOSE THE COLOUR BLACK, AS IT REPRESENTS THE INFINITY OF THE UNIVERSE. BLUE REPRESENTS INTELLIGENCE AND LIFE. PS2 IS ANOTHER PLANET"

TEIYU GOTO, PS2 CASE DESIGNER

Join the Tomorrow People

C 100% M 51% Y 0% K 69% Opacity 100%
10
Go Connect!
PlayStation2: what it is, does, fits

C 100% M 51% Y 0% K 69% Opacity 80%
18
Play it
The games: 64 pages of the games you'll be playing

We're only human

C 100% M 51% Y 0% K 69% Opacity 100%
84
Power
How PS2 compares to its neighbours on the shelf

C 0% M 38% Y 94% K 0% Opacity 90%
86
Popcorn
PlayStation2 turns your home into a cinema. Find out how...

C 0% M 38% Y 94% K 0% Opacity 80%
88
"Russ Abbott"
Insanity on the streets

C 0% M 38% Y 94% K 0% Opacity 70%
92
Emotion
In games. Really

C 0% M 38% Y 94% K 0% Opacity 60%
96
Unlearning
Hideo Kojima says the future's in DVD

C 0% M 38% Y 94% K 0% Opacity 50%
100
Feeling
How a joypad lets your fingers do the talking

C 0% M 38% Y 94% K 0% Opacity 40%
102
Living
PS2's a whole new lifestyle in your living room

Command your own space

C 100% M 51% Y 0% K 69% Opacity 100%
110
Around and about
As much a part of life as the laundrette

C 100% M 51% Y 0% K 69% Opacity 90%
116
Laters, Lara
Lara's yesterday's woman, says Peter Lyle

C 100% M 51% Y 0% K 69% Opacity 80%
118
PlayStation, cool? No way!
Never has been, never will be, says Eddy Lawrence

C 100% M 51% Y 0% K 69% Opacity 70%
120
First aid
Don't forget the old PlayStation1 just yet...

C 100% M 51% Y 0% K 69% Opacity 60%
122
Worried? Us?
How will HMV, Virgin and Tower cope?

C 100% M 51% Y 0% K 69% Opacity 50%
124
Winners and losers
The PS2's a licence to print money

C 100% M 51% Y 0% K 69% Opacity 40%
126
Progress
PlayStation from birth to now

CONNECTING...

The games you want to see

C 87% M 94% Y 69% K 0% Opacity 100%
18 **Ridge Racer V**
Arcade racing given the PlayStation2 treatment

C 87% M 94% Y 69% K 0% Opacity 90%
30 **Gekikukan**
Character animation taken to new heights

C 87% M 94% Y 69% K 0% Opacity 80%
34 **Driving Emotion Type-S**
"The greatest racing game ever," they said. We differ

C 87% M 94% Y 69% K 0% Opacity 70%
42 **Gran Turismo 2000**
GT's latest incarnation has looks to die for

C 87% M 94% Y 69% K 0% Opacity 60%
54 **Dead Or Alive 2**
The fighter set to give *Tekken Tag* a run for its money

C 87% M 94% Y 69% K 0% Opacity 50%
58 **Street Fighter EX3**
Mega-fast beat 'em up with action that fans'll love

C 87% M 94% Y 69% K 0% Opacity 40%
60 **IQ Remix +**
Puzzler that's hardly likely to set the world alight

C 100% M 0% Y 0% K 0% Opacity 100%
62 **Evergrace**
Role-playing-game that should test the PS2's power

C 100% M 0% Y 0% K 0% Opacity 80%
64 **Tekken Tag**
You know about this. You know you want it

C 100% M 0% Y 0% K 0% Opacity 60%
70 **Be On Edge**
The weirdy game you have to see

C 100% M 0% Y 0% K 0% Opacity 40%
74 **Fantavision**
The talk of PlayStation Festival 2000. Here's why

The best of the rest

C 0% M 100% Y 0% K 0% Opacity 100%
78 **Dark Cloud**
Adventure. Exploring. All in a PlayStation2 style

C 0% M 100% Y 0% K 0% Opacity 80%
80 **Round-up**
The rest of the games at PlayStation Festival 2000

...ready

in the digital PLAYGROUND

In five short years, PlayStation has become arguably as famous as Coke. Its availability is almost as widespread. Not so long ago, few people knew anything about it. Now many people need their daily fix of PlayStation. It's a modern day phenomenon, folks. Now the sequel has landed. And if the world didn't know what had hit it the first time around, it's about to be knocked out. It's over. Give it up for PlayStation2.

Myself, a photographer and one of the world's hottest games news journalists took a trip to Tokyo for a taster. At the PlayStation Festival 2000 we experienced what PlayStation2 is all about. We played the games, we talked to the guys who make the games, and, more importantly, we talked to even more guys who play lots of games to gauge some kind of global opinion. This we have recorded in as much detail as possible, presented in the most entertaining way possible (does this look like a boring games mag to you?) to give you the next best thing to the first-hand experience of PlayStation2. Then we dug deeper, uncovering its hurdles and opportunities, its effect on the mighty mall, the take of writers from *The Face* and *The Big Issue*, the strategy.

And there's more, which is why this Collector's Issue isn't just about games. See, PlayStation2 is also a DVD machine. You can watch movies on it just as easily as you can play games. And there's more than that.

Your world is fast becoming an interactive digital playground, and all you need to join in is a receiver. As it stands, PlayStation2 looks like being the ultimate digital receiver for as far as technology gazers can see. Got a digital camera? Hook it up to PlayStation2, and download yourself and some friends into a game. Got an MD player? PlayStation2 will soon let you take music direct from Sony from the comfort of your living room. There's no maybe about this, baby. PlayStation2 WILL revolutionise the way you enjoy your life. I expect the only question you'll need answered when you're through with this magazine is how good is your bank balance?

Mine's already reserved. Time you found out why.

Paul Davies
paul.davies@ecm.emap.com

PS2

PS2 WORLD LAUNCH COLLECTOR'S ISSUE

EMAP ACTIVE
338-346 GOSWELL ROAD
LONDON EC1V 7QP
UNITED KINGDOM
TEL 0207 972 6700

JOINT EDITORS
(JAPAN) PAUL DAVIES
PAUL.DAVIES@ECM.EMAP.COM
(UK) ADAM SMALLMAN
ADAM.SMALLMAN@ECM.EMAP.COM

ART DIRECTION ADAM & NICK HAYES @ THE IDENTIKAL CORPORATION
TEL: 07957 497 569

NEWS EDITOR PAT GARRATT
PATRICK.GARRATT@ECM.EMAP.COM

PRODUCTION EDITOR ANDREW HOLMES

PRODUCTION MANAGER EMMA MINFORD

PLAYSTATION FESTIVAL 2000 PHOTOGRAPHY ANTON WANT 0114 2882348

UK PRODUCT, PS2, AND PORTRAIT PHOTOGRAPHY RICHARD LEWISOHN
0207 229 6752

FONTS EXCLUSIVELY DESIGNED BY THE IDENTIKAL FOUNDRY AVAILABLE THROUGH ATOMICTYPE (0208) 964 9754

DESIGNERS JASON SIMMONS, JAIME SMITH, JONATHAN GILBERT

CONTRIBUTORS ROB WAUGH, DEAN SCOTT, STEVE O'HAGAN, ALEX SIMMONS, KEVIN GRAY

PUBLISHER: HARRY ATTRILL

REPRO: AJD COLOUR

PRINTING: COOPER CLEGG

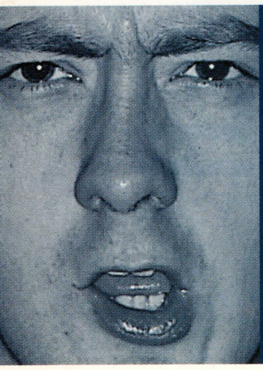
PUBLISHED BY: EMAP ACTIVE

DISTRIBUTION BY: FRONTLINE LTD

PS2 WORLD LAUNCH COLLECTOR'S ISSUE IS AN INDEPENDENT MAGAZINE PUBLISHED BY EMAP ACTIVE AND IS NOT ENDORSED BY SONY COMPUTER ENTERTAINMENT. EMAP ACTIVE RECOGNISES ALL TRADEMARKS WHERE APPLICABLE. NOTHING IN THE *PLAYSTATION2 WORLD LAUNCH COLLECTOR'S ISSUE* MAY BE REPRODUCED IN WHOLE OR IN PART WITHOUT THE PERMISSION OF THE PUBLISHER.

BIG TA TO SAPNA AT JAL TOURS (0207 495 1775), JAPAN AIRLINES, MAC & BARRY AND THEIR TEAMS AT THE SONY CENTRE, WIMBLEDON (0208 947 1216) AND A-ONE DIGITAL DOMAIN, MORDEN (0208 543 8888) PLUS THE SOFTWARE COMPANIES WHO HELPED US ON THIS PROJECT. WE HAD FUN!

CONTRIBUTORS



EDDY LAWRENCE IS MUSIC EDITOR FOR *THE BIG ISSUE*, WRITES FOR *SKY MAGAZINE, MELODY MAKER*, AND IS A VETERAN OF THE *SELECT* GLASTONBURY NEWSPAPER. QUITE SIMPLY THE BEST THING HE'S DONE WAS TO INTERVIEW THE CARDIGANS NAKED IN SWEDEN. THAT, AND ARGUING WITH CHRIS EVANS ON *THE BIG BREAKFAST*. WHILE WORKING AT *FHM* UNDER HIS PREVIOUS NAME OF RADION AUTOMATIC (REMEMBER HIM ON *MEAN MACHINES*?), EDDY WAS ASKED BY THE WASHING POWDER MAKER TO CHANGE HIS NAME TO RADION SUNFRESH IN A HALF-ARSED ATTEMPT AT SPONSORING A HUMAN BEING. NICE TRY.

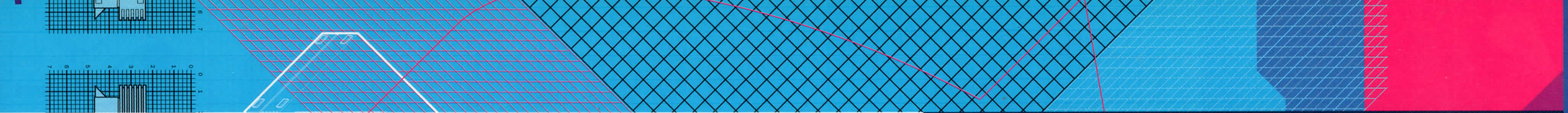
ART TEAM TWINS NICK AND ADAM HAYES RUN THEIR OWN DESIGN AND FONTS COMPANY "THE IDENTIKAL CORPORATION". THEIR WORK HAS APPEARED IN MANY MAGAZINES SUCH AS *MIXMAG, MINISTRY, MACUSER, LOADED FASHION, LOWDOWN, DJ MAGAZINE* AND AS WELL AS WORKING ON DESIGN PROJECTS FOR VARIOUS CLIENTS, LIKE DRUM N BASS OUTFIT BAD COMPANY. PROUD MOMENTS: ALWAYS CONFUSING PEOPLE "WHICH ONE IS WHICH!" BOASTING TAMARA BECKWITH'S HOME NUMBER ON THEIR MOBILES AND NOTICING THAT THE PS2 LOGO DATES FROM THE DE STIJL MOVEMENT AT THE BEGINNING OF THE LAST CENTURY.

PETER LYLE, 25, IS STAFF WRITER AT *ARENA* AND CONTRIBUTES TO *THE FACE* AND *THE GUARDIAN*. OUT OF EDINBURGH UNIVERSITY, PETER BLAGGED HIS WAY INTO THE OFFICES OF *ARENA* DURING A SOPORIFIC SUMMER. WHEN THE CAT'S AWAY AND ALL THAT... HE ADMITS: "I SPEND TOO MUCH TIME IN FRONT OF SCREENS AND SPEAKERS". INCLUDING HIS INTERVIEW IN LOS ANGELES WITH PUFF DADDY FOR *THE FACE* IT SEEMS: "I BEAT HIS BODYGUARD AT *HOUSE OF THE DEAD 2* ON THE ARCADE IN THE RECORDING STUDIO. HE SEEMED IMPRESSED." PETER REMAINS ALIVE.

09

GO CONNECT

ILLUSTRATIONS: **IDENTIKAL**



GO CONNECT

PS2'S HEART IS TO BE A CONNECTIVITY THAT LETS YOU LINK UP YOUR LIFE, EXPLAINS ADAM SMALLMAN

What's it to be tonight – *American Beauty*, *Basement Jaxx*'s new album, an internet hunt for a cheap source of single malt, a handful of laps on *Ridge Racer 5* against workmates, a top crack at the outtakes from last month's snowboarding holiday, an entertainment software shopping spree?

It's the games which have magnetized the attention on PlayStation2, understandable when you look at the beautiful images starting on p18. But over the next couple of years, attention will evolve towards what are the killer apps that underpin the world of PlayStation2 – connectedness and choice.

The kit you see here exists now but its potential (and that of its undoubtedly slimmer and faster successors) in league with PS2 will take time to hit its stride. Fast forward!

"Do it all – eventually"

01

PlayStation2

The specs sheet of Sony's "Trojan Horse" (you thought you were buying a games console, but instead you got a global link to e-commerce, movies, music, life) is well recorded. But the PlayStation Festival lifted the lid on a couple of surprises to make you re-set your thoughts.

Some, but not all, of your PS1 games will be boosted by playback in PS2 – despite Sony announcing the contrary. The improvements are faster loading times, and for sharper images and greater detail. Not every game will benefit from being turbo-boosted, but it's going to be worth trying every one in your collection. Fingers crossed all the major games will polish up nicely.

The movie-feel beauty of in-game footage from games like *Gun Griffon Blaze* had visitors drop-jawed but this was countered by grubby DVD video playback which left many disappointed. It's either a local glitch or a global cock-up. Nevertheless, the machines sound capabilities was impressing visitors.

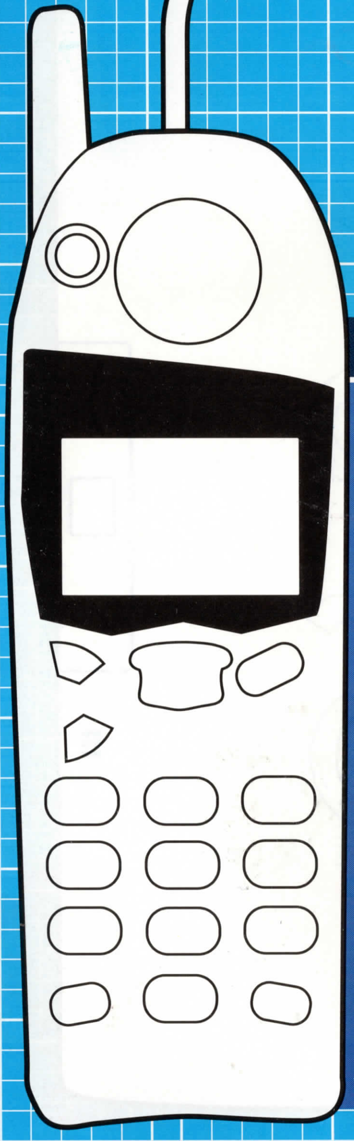
You'll need a four-or-more player multitap if you fancy hardcore settee repartee because PS2 has just two controller ports. Into those you'll plug new controllers which have the potential to measure 256 degrees of pressure which could alter the gameplay for you, in effect recognising whether you're playing with uncertainty or confidence (see p100). No out-of-the-box modem because Sony wants PS2 to be as futureproof as possible and that means capitalising on broadband networks which have yet to make the norm. As analyst Hiroshi Takada explained: "Sony aims to swell the game market first, and then gradually shift its emphasis to networking functions. It's looking five years ahead."

SPEED FACTS

PS2 plays CD-ROMs (both PS1 and 2), DVD game discs, audio CDs and DVD video. In addition to the usual holes, you get a pair of USB ports (handy for plugging in a mouse or keyboard), an optical digital port (for linking MiniDiscs, CDs), a Type III PC card slot (to take external hard drives, modems), and an i.Link port. There's an 8MB memory card with lightning-quick data transfer rates and in 2001 you will be able to buy a network adaptor to fit the PC card interface. That'll fuel on-line data into the machine.

The central "Emotion Engine" processor can handle 75 million polygons per second but that's misleading because some of it is used for essential system needs such as graphics, texture and lighting. That leaves around 20 mps for gameplay which will fall further depending on a game's sound requirements, physics and artificial intelligence. Put simply, there should be about 10mps for shovelling a game around on your TV. And that's blinding.

ILLUSTRATIONS: **IDENTIKAL** PHOTOGRAPHY: **RICHARD LEWISOHN**



02

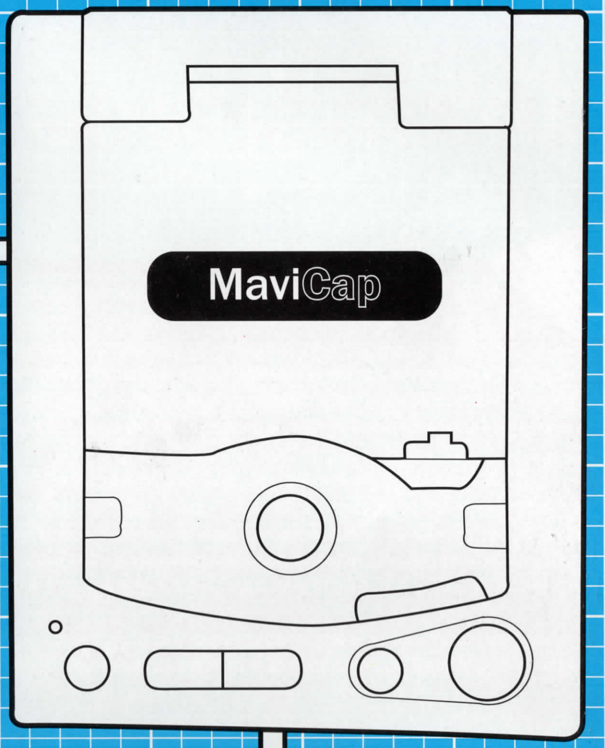
“Please leave your game after the tone”

WAP mobile phone

Smart fellas say, “Who gives a toss about WAP?” The buzzword WAP has been circulating among the mass market for a couple of months now but – surprise, surprise – it’s passé already. The reason is that the Wireless Application Protocol, which allows mobile phones to display reformed Internet content, has a limited future. It’s clunky (only 9,600 bits of info per second), is not an agreed standard (Nokia, Motorola, and Ericsson signed up to support WAP and its US inventors at Phone.com) and will be overtaken within five years by third-generation lightning-fast services.

So WAP is a diversion from the main game in town which is simply high-speed wireless internet links.

But, like VAIO, it illustrates how the future may look and how PS2 will fit. *The Guardian*, the Beeb, BSkyB and Freeserve are each pumping content across the airwaves (yes, that is your brain you smell frying) into the world’s first WAP-enabled phone, the Nokia 7110 via BT Cellnet’s Genie service. This service will be switching to GPRS technology in the Summer and that turbocharges WAP data to 100,000 information bits per second. This opens up a fat world of mobile entertainment which could see you swap game data with colleagues, browse tips and cheats guides, and order music, movies and games at any time to be downloaded straight onto your PlayStation within minutes. Social impact? Fellow commuters will now be incensed by your self-conscious conversations like: “Christ, I’d better sell Glaxo before I reach Earl’s Court.”

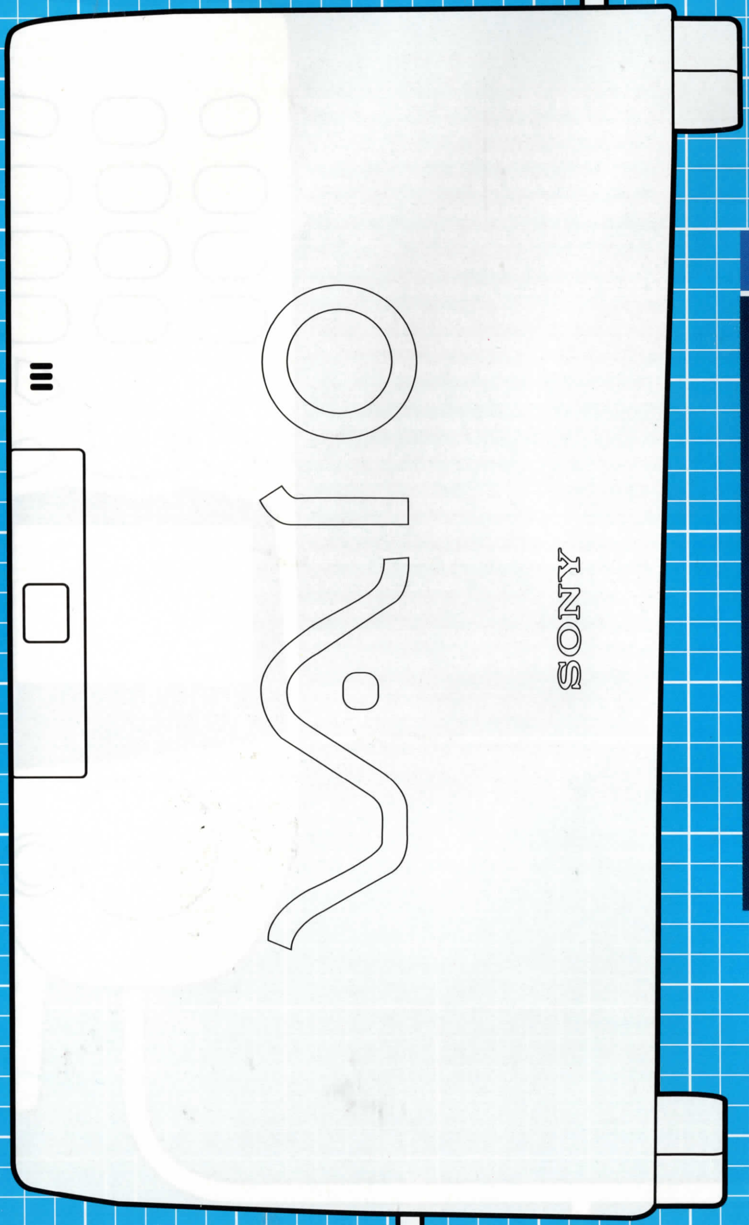


03

“And that’s Eddy taking one in the chops”

MaviCap

There’s that stunning moment in *Tekken Tag Tournament* where one unsettling combo lays your pal’s character’s flat. Works every time. MaviCap is the sort of thing handy to rub your mate’s nose in it – it’ll store the moment for you, and you can then email it, load it into documents, print it off and stick it on your mantelpiece – trophy! Finest quality kickings will come using the S-video input and, if you’re a bit Hannibal Lecter, it’ll store a massive 2,000 shots a session. Show the world you’re king of *Tekken*!



“Long live the new PC”

04

VAIO Notebook

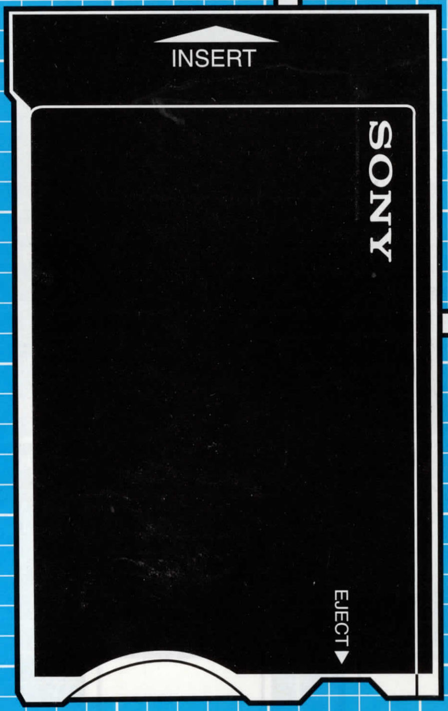
What an anachronism VAIO is for Sony. It joins a world of cranky, tiresome PCs that need tender care to work properly but which get all neurotic and surly as soon as you step abroad or get a bug or can’t remember your password. Less plug and play, more plug and pray.

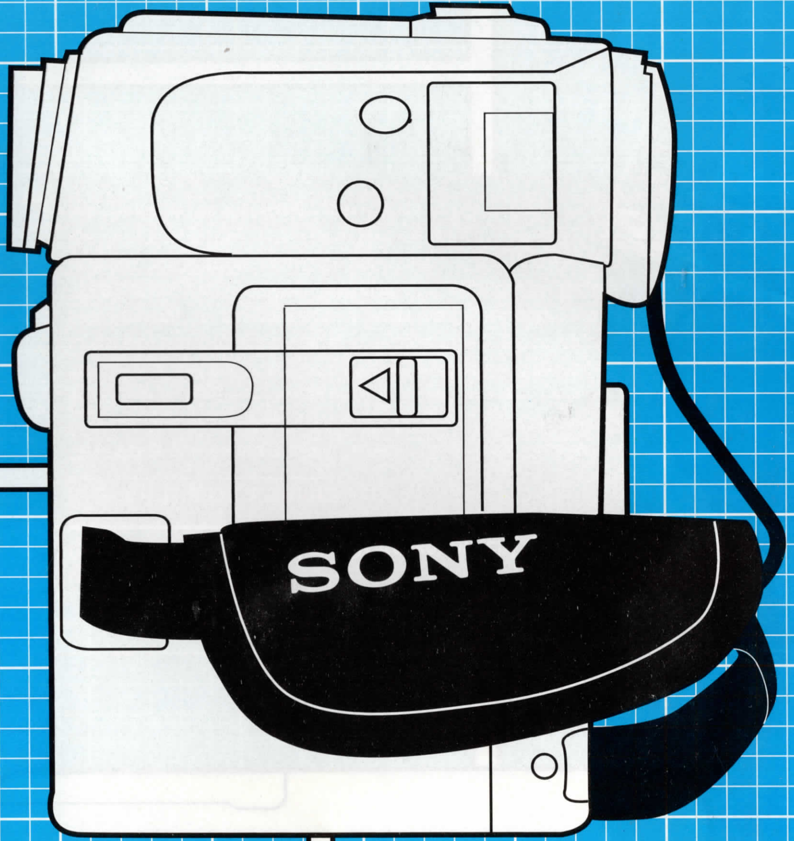
But it’s also a driver of a stunning, deliciously lubricated process that seamlessly links text, pictures, customisation and portability. What gives?

Simply that Sony knows what those three-pint conversations go like: “Wouldn’t it be great to verbally order a Chinese as soon as you walk in your door, or order the telly to switch on, or speak to your game character.” Or: “What a load of shit Windows is.”

Working with tatty old Windows, Sony’s done a pukka job of integrating applications to give an impression of simplicity. But what it really wants is its own Aperios real-time operating system or the HAVi consortium (boasting the likes of Sharp, Toshiba, Grundig and Sony) to reach a critical mass and allow the fluid, zero-grief link-up of home appliances. As Sony president Nobuyuki Idei told *Wired* recently: “You don’t download running water – you just buy a bottle. I don’t think ‘download’ is a good idea,” adding that VAIO, “is unessential for many things.” Except, of course, for appearing cool.

The hugely desirable series of slimline, polished magnesium alloy laptops has limited value for PS2, not least because the Memory Stick almost circumvents the need for a PC altogether. But it illuminates the way PS2 will go. The PCG-C1X has a integral digital camera to let you pop your snaps onto the net and into documents, it’ll take a feed from the IC Chip Recorder, and can remotely link you to the net via your mobile. You could use a VAIO to alter the look and moves of your game character remotely. Yeah, you’ll need up to £2,500 for the privilege. But hey, cool costs.





05

"Adapt or die"

Memory Stick Adaptor

This cute Memory Stick adaptor is a must-have for the short-term if you're planning to do anything useful with data stored on the mighty Memory Stick. It'll interface with ATA Type II PC card slot laptops, digital cameras without a Memory Stick port and PCs to unload its contents.

06

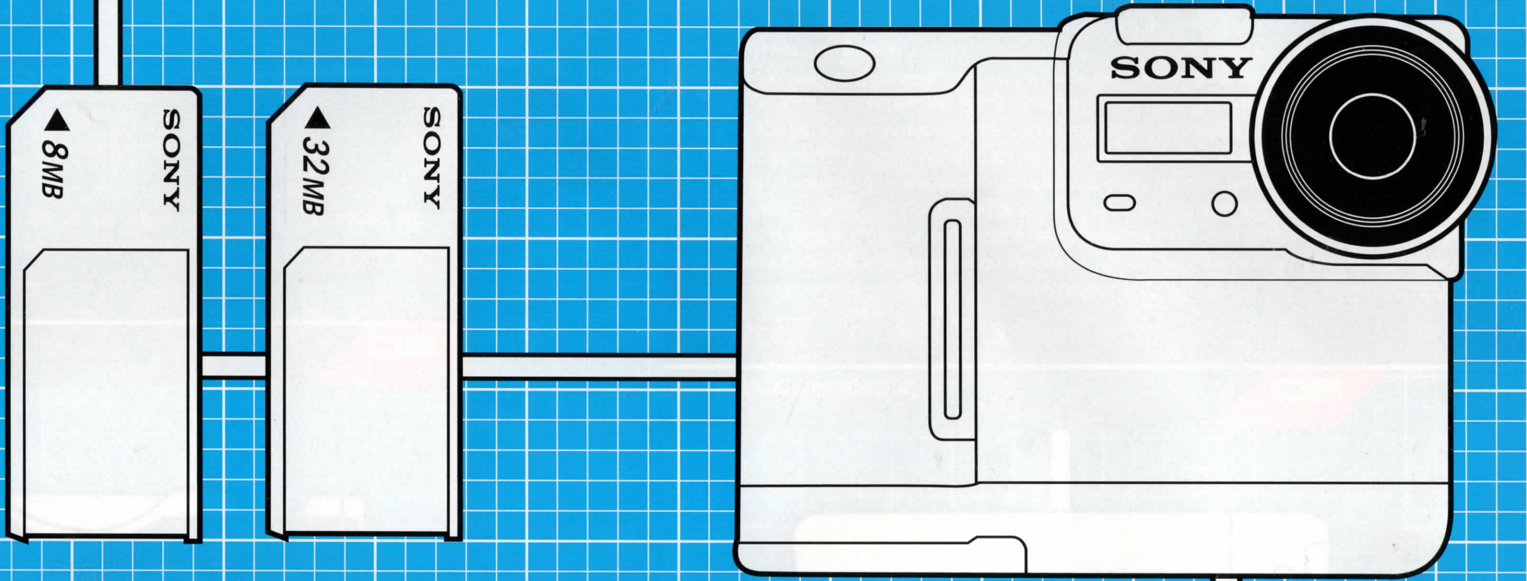
"www.meonholiday.com"

HandyCam

All right, don't hold your breath. But full moving images such as your Red Bull 'n' shower antics from the Three Valleys snowboarding hol, will soon be fired into your relly's PS2 in Perth, Western Australia or get posted onto your own site as soon as high bandwidth net connections penetrate homes.

This HandyCam DCR-PC3 is the sort of input kit capable of turning this prospect into a horrifying reality. Memory Stick plays its role here (only 4mb of storage and stills-only. Hurry up phat phormat!) but the digital video format allows 90 minutes of footage to be compressed onto a 60 minute tape before being spat down an i.link cable fast-as-you-like. Super SteadyShot technology makes handheld work look silky smooth, there's a 16:9 widescreen shooting mode (*You've Been Framed* never looked so epic) and, oh-so-neat, the Laserlink wireless set-up will let you beam your footage from up to 16 feet away into your TV if you've got the optional receiver.

With cameras like this retailing for around £1,200, it'll be some time before such pocket-sized movie-makers become a integral part of PS2 culture. But prices are on the down escalator and demand is rising. So fuck off Spielberg!



“Released from captivity”

07

Memory Sticks

Chew on this! The gum stick-sized Memory Sticks that underpin the mobility of music, video, stills, and eventually games, will be as ubiquitous as CD discs. A 32MB Memory Stick stores 20 times more data than a standard 3.5" floppy disk, a 64mb can store around two hours of music and a 256mb is in development, earmarked for a 2001 release. Original Serial Protocol aims to make them as futureproof as any slice of tin can be, by ensuring they'll work with higher capacity versions that are being worked on.

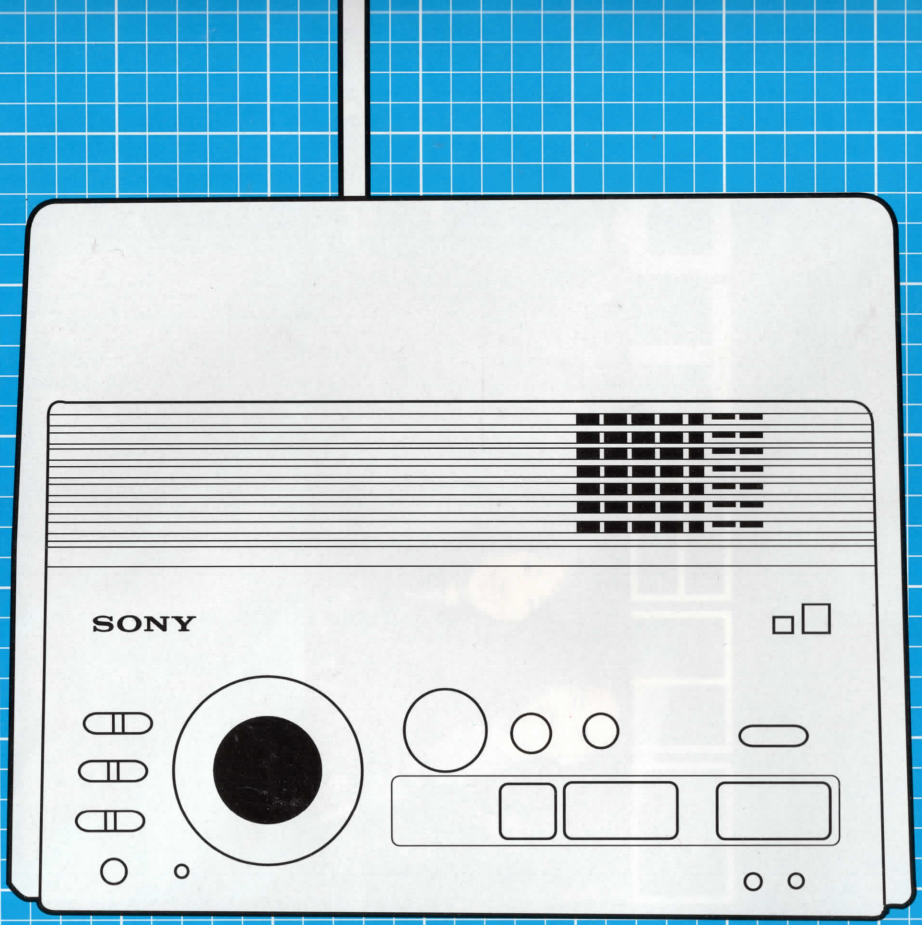
They use flash-memory technology and can be found in digital cameras, the digital Sony Walkman due out later this year, and voice recorders. Aiwa, Kenwood, Pioneer, Sanyo, Sharp and Fujitsu are licensing the storage medium to use in their products, and General Motors is in talks to use them in its cars. Relevance for PS2? Well, MP3 music, sampled sounds, stills and video data can be uploaded onto your PS2 via its PCMIA port using the “Wrigleys”. Downside? They're expensive (Stateside talk is of £100 for a 64mb one). Unusual use? You can download an image straight off one onto Sony's Digital Photo Stand, an interactive picture frame that will display a sequence of different pictures.

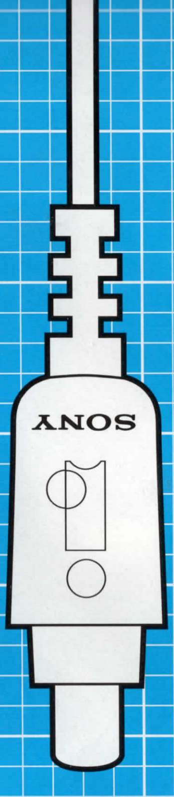
“Tonight Matthew, I will be... Dr Boskonovitch!”

08

Mavica Digital Camera

Three things to know about digital cameras. Quick. Easy. Close to normal film quality. Now let's have fun. Take this Mavica FD-83, a 850,000-pixel baby which will even let you record up to 15 seconds of MPEG movie footage and five seconds of voice memo for each picture taken. Snap a head shot of that guy at work who's frankly an arse. Download it onto the mug of that bottom-dwelling Dr Boskonovitch character from *Tekken*. Hey presto! The creepy slime-merchant gets a pasting that guarantees you a restful night's sleep. Sony will be rolling out its convenient Memory Stick storage medium across cameras like this from now on (its professional Cybershot series and Handycams use them already) and, with a bit of fannying around, its sound and visuals can be shot straight into PS2 via its PCMIA port.





09

“Print my love”

Digital Photo Printer

Who would you be in a global-compressing on-line game of *Final Fantasy 11*? And would you go as far as a snapshot of you and some Bjork-style princess (actually a marketing assistant at Nokia in Finland) on your wall at home? Plug in a digital photo printer such as the DPP-MS300E shown here and any images stored on a Memory Stick (in-game, digital stills or video) can be printed off. You don’t need to plug it in to a PC – visual data up to a solid quality 306dpi resolution (as good as the images you see in this magazine) can be whipped off the Stick.

10

“Speeding’s fine”

Firewire/i link

Who gives a fuck about a bit of oxygen-free copper cabling? 125 products and rising do, albeit ones that read like an IT manager’s wet dream. FireWire is known as i.link at Sony (where it features only four signal wires, dropping the two power wires used elsewhere to run connected peripherals) and its headline is speed and signal purity. It pumps digital data into products such as PS2 at 400Mbps, offering 30 times more bandwidth than your average PC connection. Fast applies to its ease-of-use too. You don’t need to switch off items before plugging and unplugging and it’s got Gameboy-style snap connectors. Still and moving videos, external hard drives, speakers, scanners, printers, they all connect. Purity comes with the integrity of signal which has seen web stories by techno-nutters appear claiming they ran video for days “without a single frame dropped due to errors”. Gripping stuff.

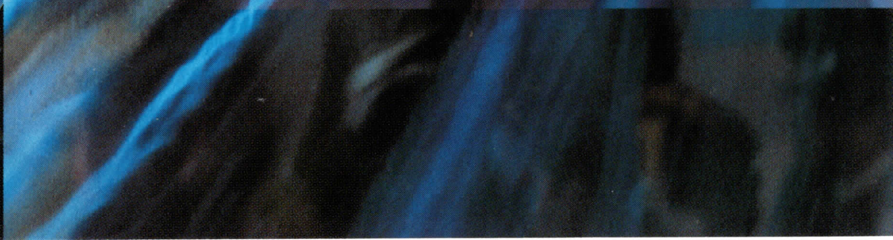
Bore-o-Factoid? Avoid using more than 14 feet of standard Firewire between products otherwise you get signal degradation. You sleep easy now, don’tcha?

The Sony product featured here was supplied exclusively by the Sony Centre, Wimbledon (0208 947 1216)

WELCOME TO

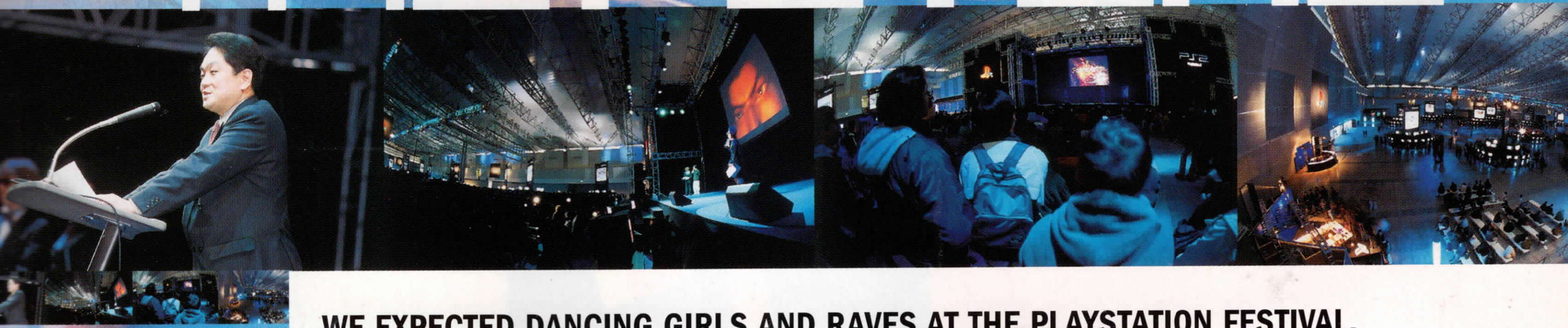
PHOTOGRAPHY: ANTON WANT

PlayStation 2



PS2 World Launch Collector's Issue staff were flown to Japan courtesy of **JAPAN AIRLINES**

THE FUTURE



WE EXPECTED DANCING GIRLS AND RAVES AT THE PLAYSTATION FESTIVAL. INSTEAD, IT WAS THE MOST RESTRAINED EXHIBITION HALL IN HISTORY

IT WAS ALMOST CLINICAL, the presentation. Here are some TVs with PS2s running on them. Don't talk. Just play. Then all becomes clear. These are truly no ordinary games. These are an attraction alone. Of course. Stupid we.

A stage that occasionally boasted a couple of shouting presenters was distracting, kind of. The tragically cool boy/girl duo loaded up a PS2 from their on-high vantage point, talking us through the whole thing. This is the "on/off" switch, and this is a CD... nice. Just give me more games. Stuff early in development was shown on video for all to memorise and take home in your head. Tantalising, for sure, but everyone who bought tickets to the show was taking 10 playable PS2 demos home in a bag. You couldn't beat that.

PlayStation Festival 2000 was entirely about the games. It wasn't really all that much about DVD – except for Trinity clones handing out *Matrix* flyers to passers-by. You could check out the movie on a projection screen, and a small bank of Vega TVs. "You get this as well," seemed to be the size of it.

You're about to enjoy what we did – the first generation of games for the next generation of PlayStation.

And, just like us, you really won't want to know about much else after that. Enjoy the games. We're confident you will.

ridge
racer
Galaga
76
ISHTAR
namco
DRUAGA
SKY KID
03
16
GELDRA

GRONDA
08
MAPPY
Nebulasray
XEVIOUS
02
TOROID
26
BABEL

FAST GIRLS AND SEXY CARS ▷

game info

GAME NAME: RIDGE RACER V	
TYPE: 3D RACING	
BY: NAMCO	
FORMAT: CD	
HOMEPAGE: www.namco.com	
PLAYERS: UP TO TWO	

"The detail in *Ridge Racer V* is incredible. You cannot believe it"

"CONTROL YOUR DESIRE," announces the start-up movie for the new *Ridge Racer*. Most people we saw playing *RRV* found this to be a pretty tall order.

Let's start with the fact that you can see the dashboard lights through the rear window of your car. The dashboard is a little obscured at times by the seats, of course. Yes, you can see those too. Detail in *Ridge Racer V* is literally incredible. You cannot believe it. There are times when you can't help wondering what it took to achieve such depth and realism.

Only one circuit was available to race at the festival, but it was enough for us to be convinced – *Ridge Racer V* defines the arrival of PlayStation2. Other games on show were more realistic. There was more originality elsewhere, too. Yet *RRV* combines next-generation looks with a solid feel and great control. This is the game you imagined you would be playing on PlayStation2.

IN THE BEGINNING

No matter how prepared for PS2 you are, when you see *RRV* for the first time you will be compelled to play. *Ridge* games are famous for their groin-popping intro movies, and the one in *RRV* sets the pace straight away. A breathtaking bird's eye view of Park Town changes in an instant to a close-up shot of new girl Ai Fukami's necklace. This girl, by the way, is very sassy – the animation guys obviously had a lot of fun making her swagger like that. Phee-ew...

An hour in the queue was rewarded by an exhilarating experience, albeit totally familiar. You could choose only one car – a silver Solair with the word "Galaxian" written on the windscreen. Namco obviously chose silver because it demonstrated the real-time environment mapping best of all. As the car passes beneath the orange-yellow lights in the tunnel, you

XEVIOUS
02
bacura
XEVIOUS DEROTA
namco

"This is the game you always imagined you would be playing on PlayStation2"

can see the lights reflecting off the bodywork. Tearing down a street lined with huge skyscrapers the shadows of buildings showed up on the car, too. We were not entirely convinced, however, that these shadows were genuine – it looked like a routine that faked the illusion, because the shapes of the buildings didn't match the reflections some of the time.

FIRST IMPRESSIONS

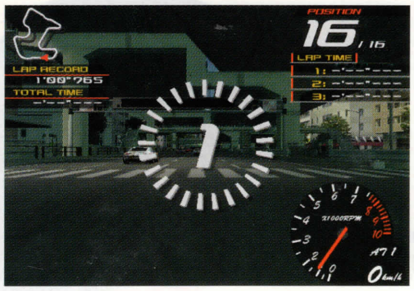
The first thing that hits you is the clarity and often delicate construction of the Park Town track. Also, the city is vast and grand in scale. It looks like you can see for miles, while close-up, the complexity of the buildings leaves you gaping in awe.

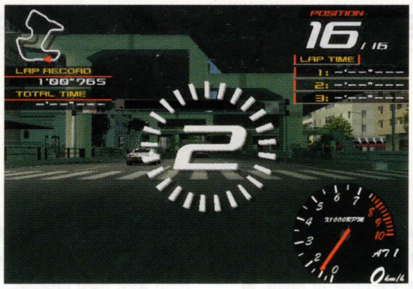
You could race the one-circuit demo at morning, evening, or night. In each case the lighting conditions enhanced the visual impact in a unique way. Sunset reflected brightly off individual panes of glass in the tower blocks. In the broad light of day, the blue-grey hue of the city was bounced off the mirrored surface of the entrance to the legendary first tunnel. High contrasting shadows picked out the architecture of Park Town. And, wow, if you chose night-time you got to see the tail lights of cars in front leave subtle trails – similar to what you may have seen in *Ridge Racer Type 4*, but way more slick. At night you also noticed the bright sparks from cars skimming the road with their chassis.

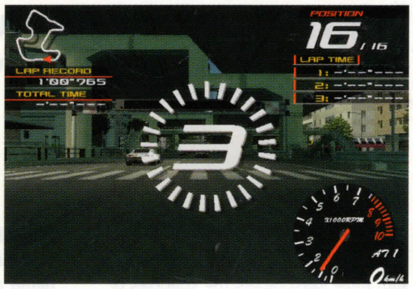
Three minutes, two "360s" around corners, and a one hell of a buzz later you're done with your turn on *RRV* at the festival. Out of respect for the thousands of other guys queuing for a piece of the action, you had to step aside and just admire the view again.

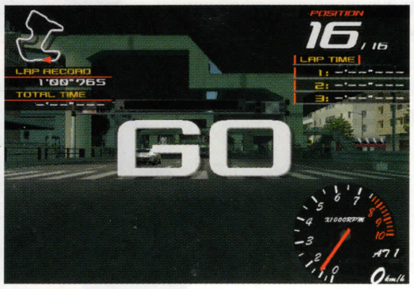
Galaga
76
ISHTAR
SKY KID
BOMB THE TARGET!
HYPERKNIGHT
GALAGA
DRUAGA
QUOX'S
namco

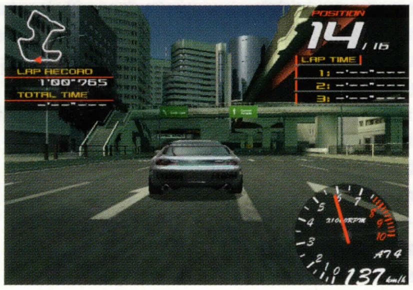
a driver's view......

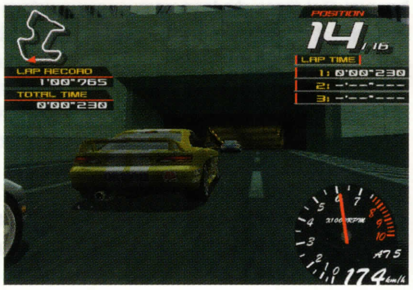

POSITION
16/16
LAP RECORD
1'00"765
TOTAL TIME
LAP TIME
1
0km/h

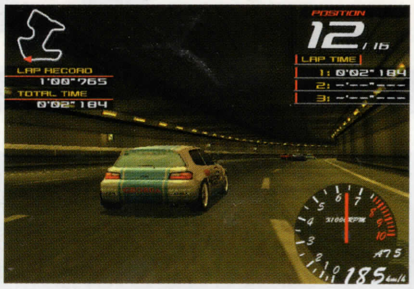

POSITION
16/16
2
0km/h

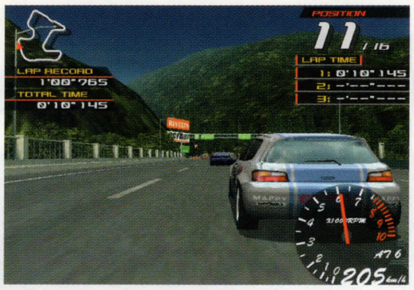

POSITION
16/16
3
0km/h

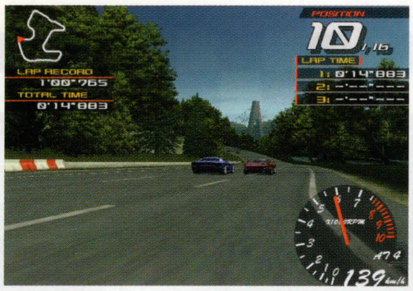

POSITION
16/16
GO
0km/h

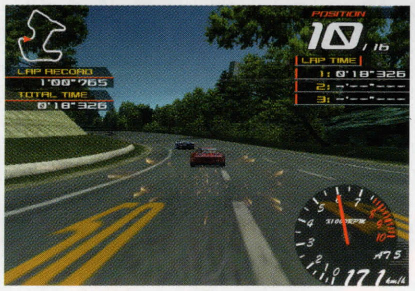

POSITION
14/16
137km/h

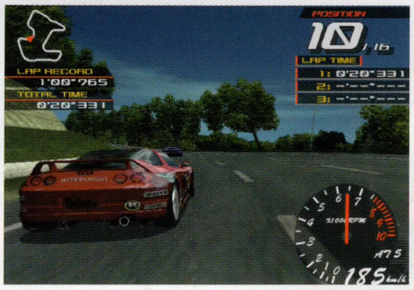

POSITION
14/16
1: 0'00"230
174km/h

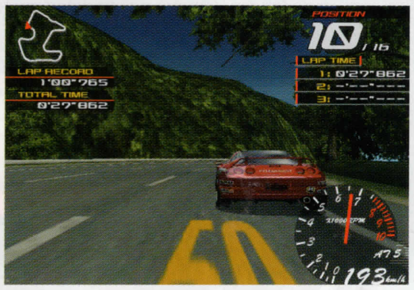

POSITION
12/16
1: 0'02"184
185km/h

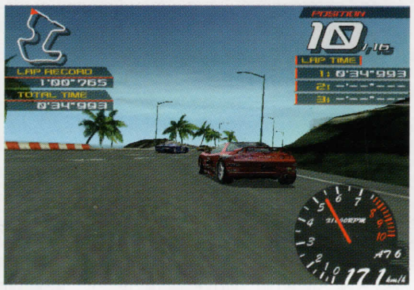

POSITION
11/16
1: 0'10"145
205km/h

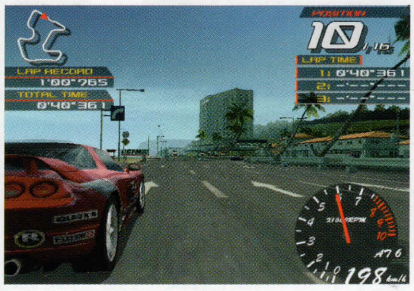

POSITION
10/16
1: 0'14"883
139km/h

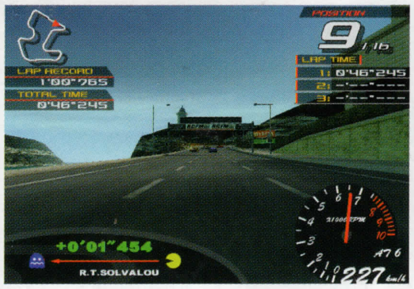

POSITION
10/16
1: 0'18"326
171km/h


POSITION
10/16
1: 0'20"331
185km/h


POSITION
10/16
1: 0'27"862
193km/h


POSITION
10/16
1: 0'34"993
171km/h

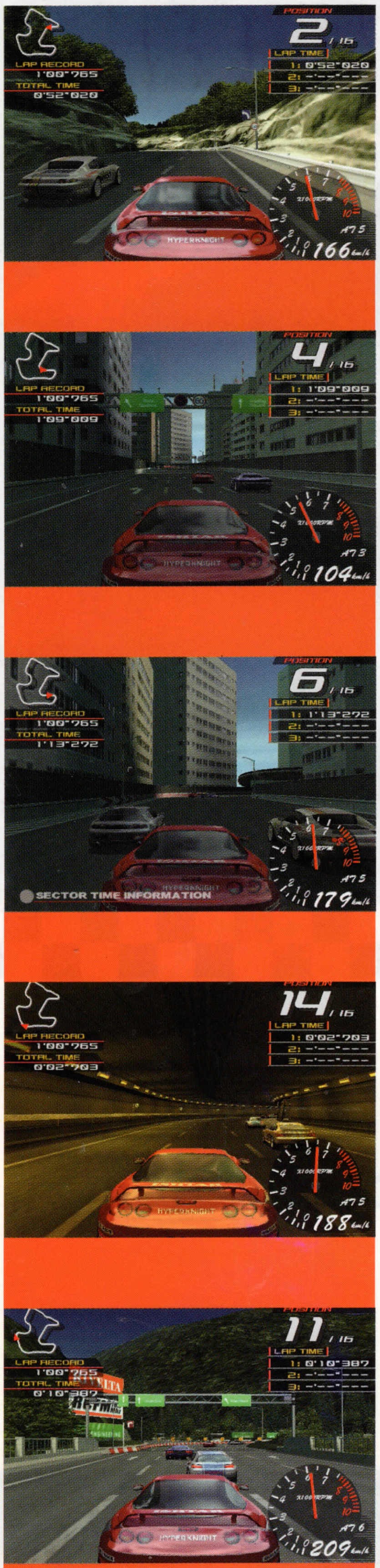

POSITION
10/16
1: 0'40"361
198km/h


POSITION
9/16
1: 0'46"245
+0'01"454
R.T.SOLVALOU
227km/h

RIDGE RACER V

HYPERKNIGHT
QUOX'S
GALAGA
namco
RIDGE

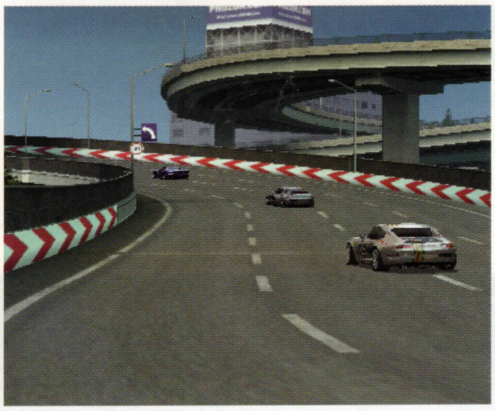
"*Ridge Racer V* combines next-generation looks with solid feel and great control"

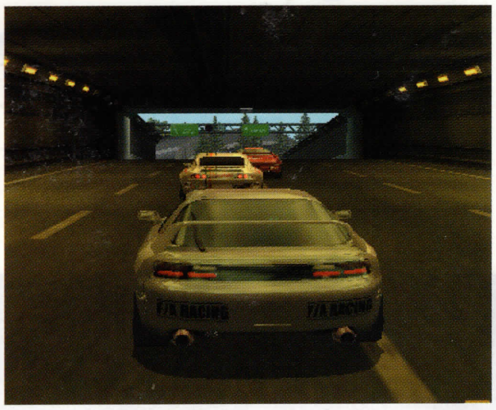


BACK OF CAR VIEW

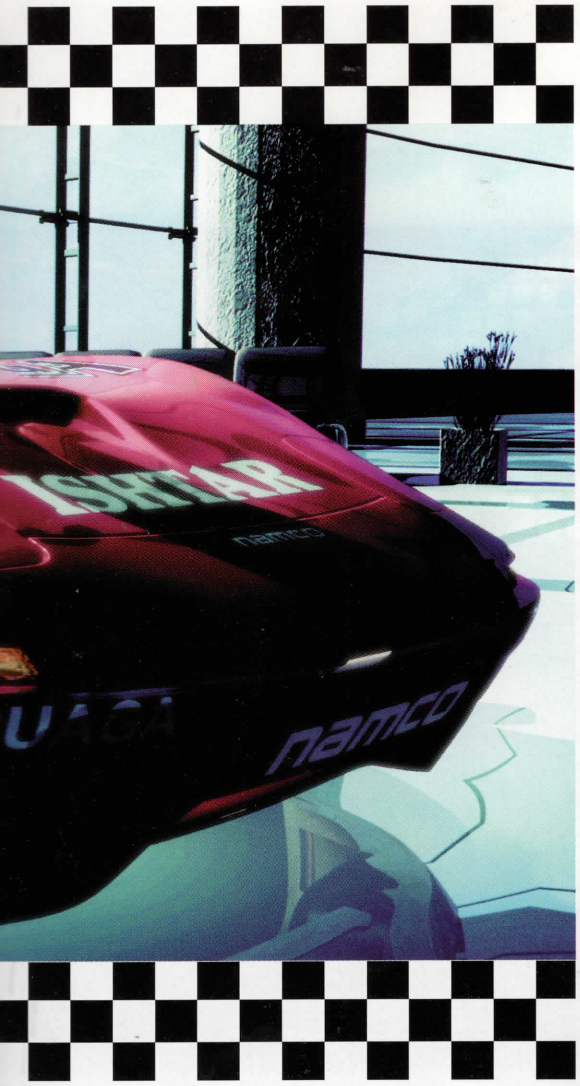
"*Ridge Racer V* has what you call "hyper-

So have some fun with it"

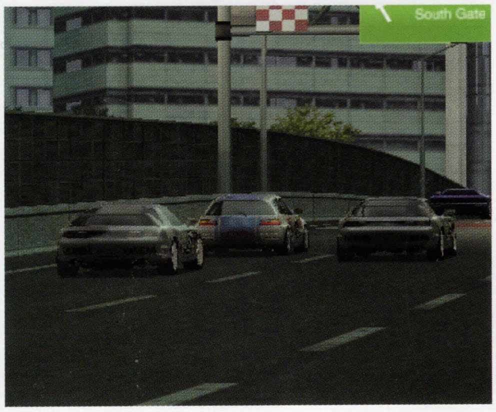


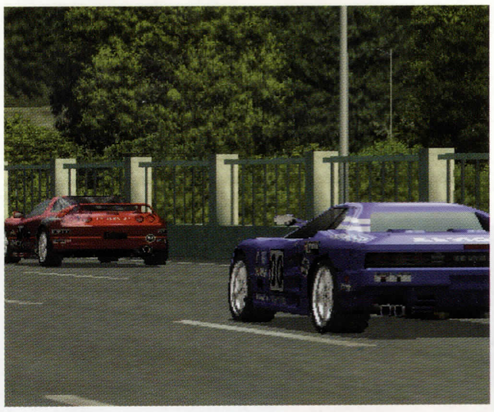


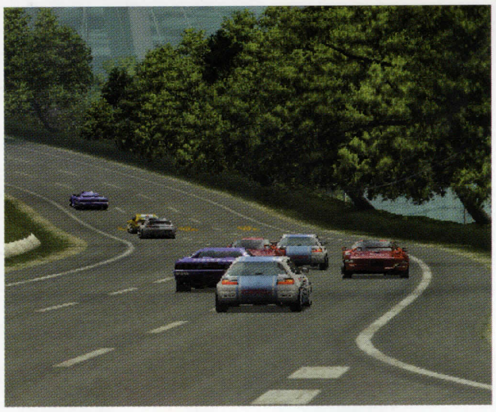
RIDGE RACER V

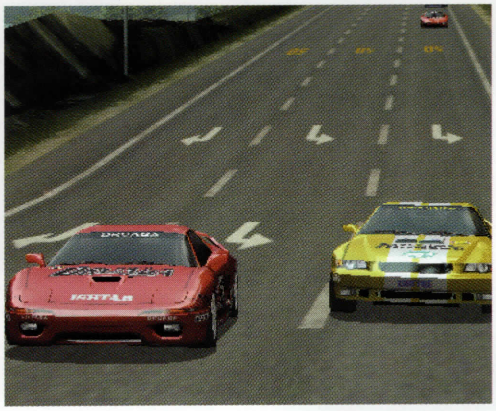


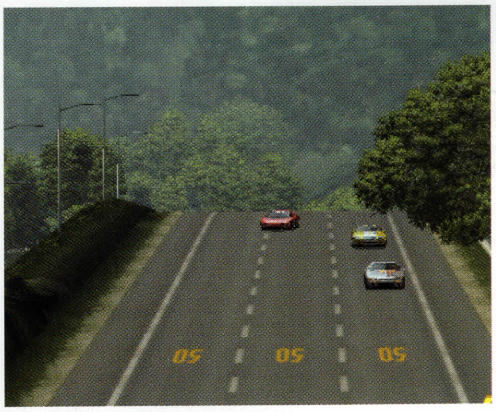
realistic" looks.











VERBAL

This is a gamer's thing, so apologies if it goes right over your head (or disappears up someone's ass, we don't care which). Playing *Ridge Racer* is like playing no other driving game. It's not supposed to be realistic. This is what you call hyper realistic. So you have fun with it. And the coolest way to have fun with *Ridge Racer* is to spin the car through a 360 power-slide while taking corners.

As soon as one guy in the queue tried this, everyone had to give it a go. It was a big peer pressure thing. You were forced to crawl away in shame if all you did during your go on the game was do a few laps and maybe come first. 360 or die, man.

SPEAKOUT

ROBERT CROFORT
MIKE CROTEAU
PUNTERS

These guys are from Canada. They teach English here in Japan. Ridge Racer V looked cool to them, but Robert pointed out that he never did like the way *Ridge Racer* played – "I hate the way you come to a sudden halt after just clipping a wall!" Both guys were thrilled with the graphics though. And the other games at the show? "Yeah, we really liked *Tekken Tag* a lot," said Mike.

PHOTOGRAPHY: ANTON WANT

Fiveminuteswith Phil

HE'S THE ENIGMATIC VICE-PRESIDENT OF THIRD-PARTY RELATIONS AND R&D FOR SONY COMPUTER ENTERTAINMENT AMERICA. HE'S AROUND 30FT TALL. HE'S AN ANIMATED SPOKESMAN FOR SONY IN THE STATES AND HE'S THE GUY YOU WANT TO SPEAK TO FOR DETAILS STRAIGHT FROM THE HORSE'S MOUTH. WE NABBED PHIL HARRISON FOR A QUICK NATTER ON THE SHOWFLOOR OF PLAYSTATION FESTIVAL 2000 TO GET HIS VIEWS ON THE GAMES, THE WESTERN LAUNCH OF PLAYSTATION2 AND THE MEANING OF THE WORD "APPARENTLY". HE TALKED TO PAT GARRATT

PG: Is this going to be the most impressive launch the world has ever seen? Do you honestly believe that?

PH: "Sure. Don't you?"

PG: Well, I dunno. Do you think you've got the best games ever for a launch line-up?

PH: "I think within the first 30 days of the machine's availability in Japan, yes, it will be the most impressive set of launch software. You can never have too many games at launch, but it's important to have a steady flow of games for the week after that and the week after that. There's no point in all the launch games coming out in the first week then nothing for six weeks, like many other launches in the past.

"I think the reason it's going to be successful is that there's more software development going on for this machine than any other platform in the history of the business, particularly in Japan, where videogames are such cultural products. I think they will do a million units in two days. I think that's easily achievable."

PG: So you do actually have a million units finished and ready to go?

PH: "Yes, apparently so."

PG: Apparently so?

PH: "Well, I haven't actually seen them all. I can't stand here with hand on my heart and say that they all exist. I know we had a date earlier in January where we had to have manufactured a million chips by that point in order to hit the launch, and we beat that date. We're actually ahead of schedule. These are all finished machines, there's no development systems out at the back. All this is running on final hardware."

PG: You must be very excited about this.

PH: "Yes. I'm excited for the guys that have been working hard designing the machine, doing the software, hardware, marketing and manufacturing – all the people working in Japan without sleep for however many months. The big day will be the fourth of March when they can actually stand in Akihabara and see thousands of kids lined up waiting for the machine."

PG: Do you actually know how many titles you're going to have for the western launch?

PH: "We'll know that better at [American games show] E3. We'll be making some announcements there. It'll be the same strategy – having a good selection of titles at launch then a nice flow of titles all the way through till Christmas."

PG: Cheers, Phil.

PH: "Thanks." ⊗

boxed up

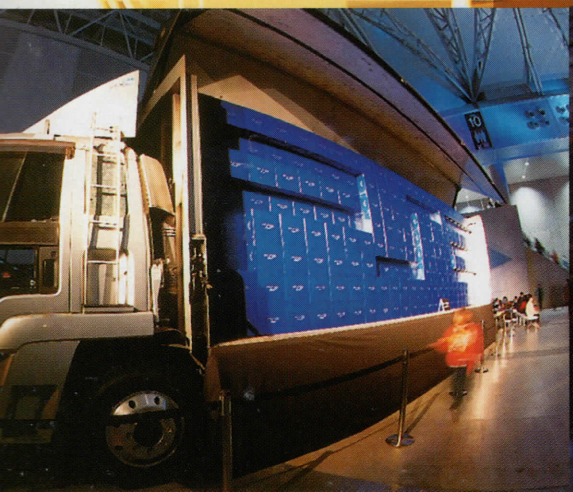
PHOTOGRAPHY: **ANTON WANT**

PS2
PlayStation 2

PlayStation 2

MagicGate
MEMORY CARD

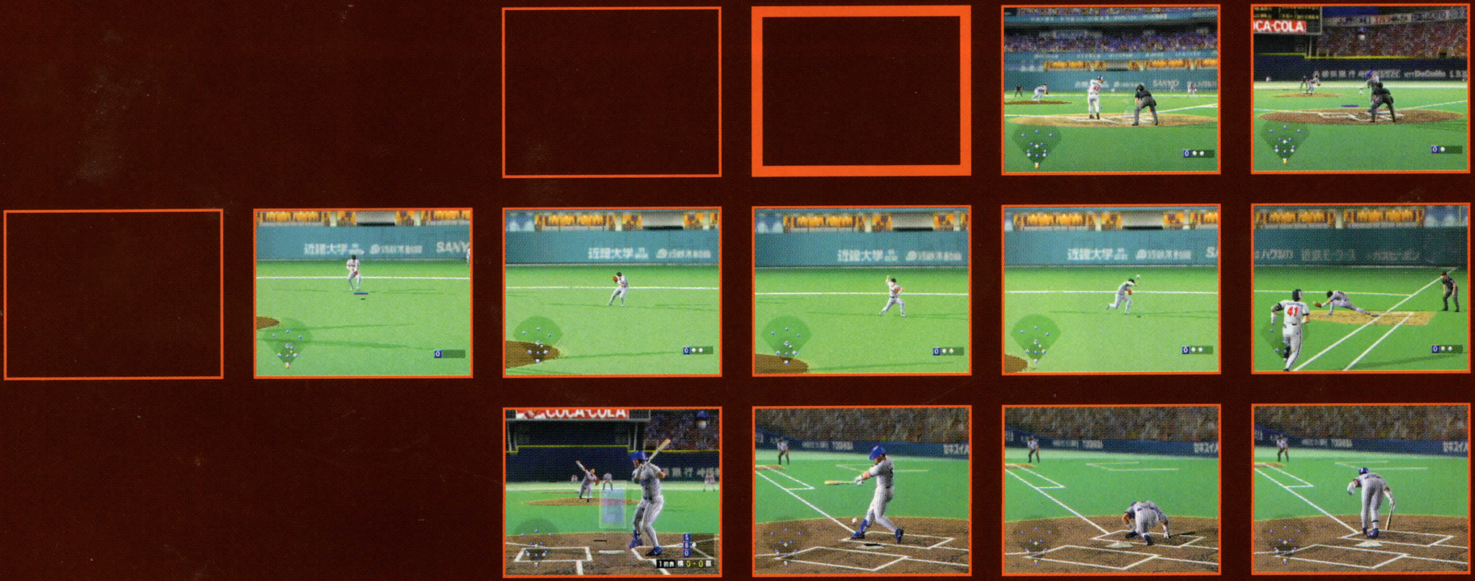
PS2
PlayStation 2


10

PlayStation 2
PS2
PlayStation 2
PS2

PS2
PlayStation 2

GEKIKUKAN



THE END OF THE

COCA-COLA
NISSAN
HOMERUN
142km/h

PROFESSIONAL BASEBALL CENTURY 1999

IT HAS ONE OF THE LONGEST NAMES IN GAME HISTORY. IT'S ABOUT BASEBALL. SO WILL YOU WANT TO OWN IT?

game info

GAME NAME: GEKIKUKAN PROFESSIONAL BASEBALL
TYPE: SPORTS
BY: SQUARESOFT
FORMAT: CD
HOMEPAGE: www.squaresoft.com
PLAYERS: UP TO TWO

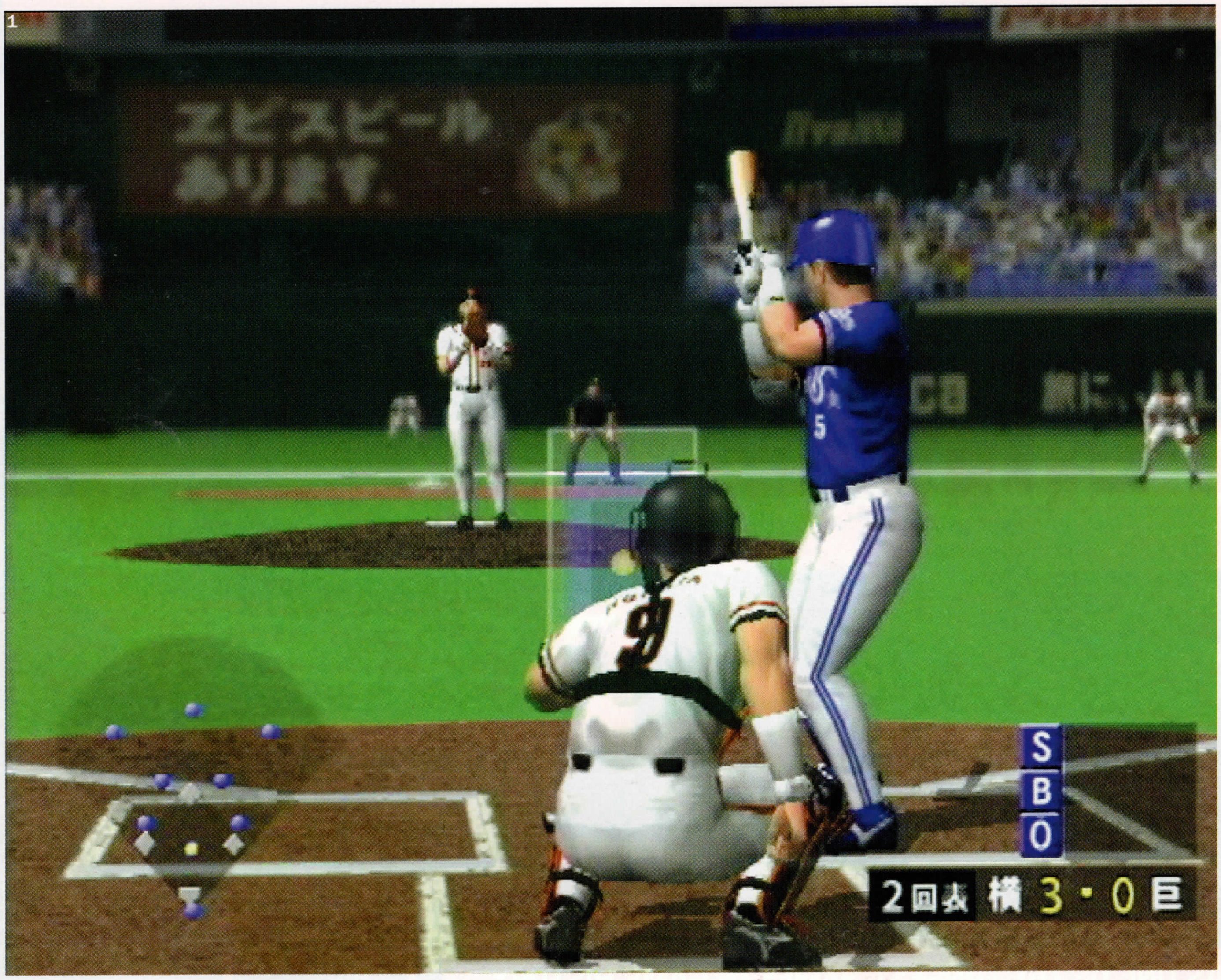
A POSSE OF SAVVY GAMERS WAS left slack-jawed after its first viewing of *Gekikukan Professional Baseball The End Of The Century 1999.* It looks so good. And this is a baseball game?

THAT movie has stuck in the minds of every game fan connected to the Internet. It showed a Japanese baseball player moving with such fluidity that computer screens the world over were instantly fixed with rabid stares. The way he walked, broke into a run and accepted a gift from a team mascot were mesmerizing. *Gekikukan* became an immediate object of desire.

GOOD BEGINNINGS

The game kicks off with a heap of selection screens. Exhibition matches, Pennant Race – whatever that is – League, the Nihon Series and a ton of options are all yours to explore. All you want to see is those graphics. The music, a punchy rock track, fuels your desire to escape the lengthy lists of teams. Names like Daier, Seibu Lions and Amshin Dodgers flash before your eyes. After several button presses the teams stroll out onto the diamond.

The animation of the characters is super-slick. Square put over 3,500 frames into each one, so you should expect something that flows like oil. When you're taking your first swings at the ball you're struck by just how

1


"The animation of the baseball players in the game looks super-slick"

2

PLAY STYLE
exhibition
LEVEL and HANDICAP
Swallows
1P vs COM

3

TEAM SELECT
exhibition
Swallows
1P vs COM

4

STADIUM SELECT
1P
COM
NIGHT GAME

5

GEKIKUKAN PROFESSIONAL BASEBALL

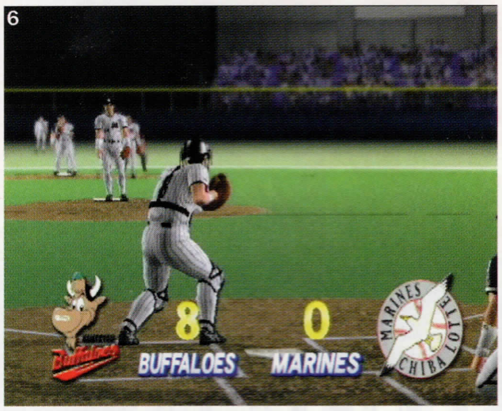
professionally this project has turned out, in terms of the characters at least. The system for batting is standard baseball fare: match the target area for the bat to the dot shown by the ball after pitching and you hit it. There's not a great deal more to it.

THERE'S A BUT

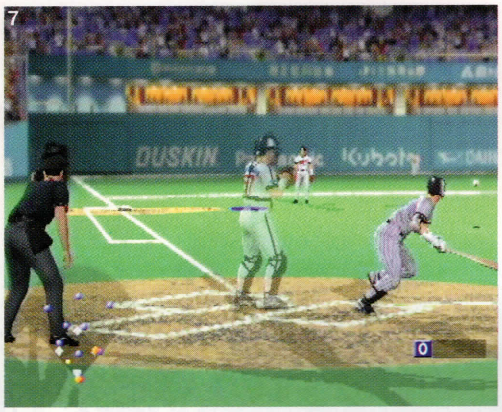
Then you notice the crowd. It's pants. Seeing a jerky, flag-waving mass against the beauty of the batter and pitcher is wholly tragic. The disappointment continues as you play. You simply don't have the control you wish you did, a point pushed home when your pitcher throws the ball to bases of his own accord.

But this is a baseball game, and the sport is incredibly popular in Japan. When you get over the glitches, *Gekikukan* is as an engaging baseball title as you're likely to see on the new generation of console hardware. The animation is exciting and this has to be the most accomplished title in the genre ever made. But while it may herald a new era in the quality we will come to expect from our games, only the baseball hardcore will take to it with any gusto. The thing to do is see it as the beginning of another golden age of gaming, not as the be all and end all of PlayStation2 animation. Looks bloody pretty, though.

6

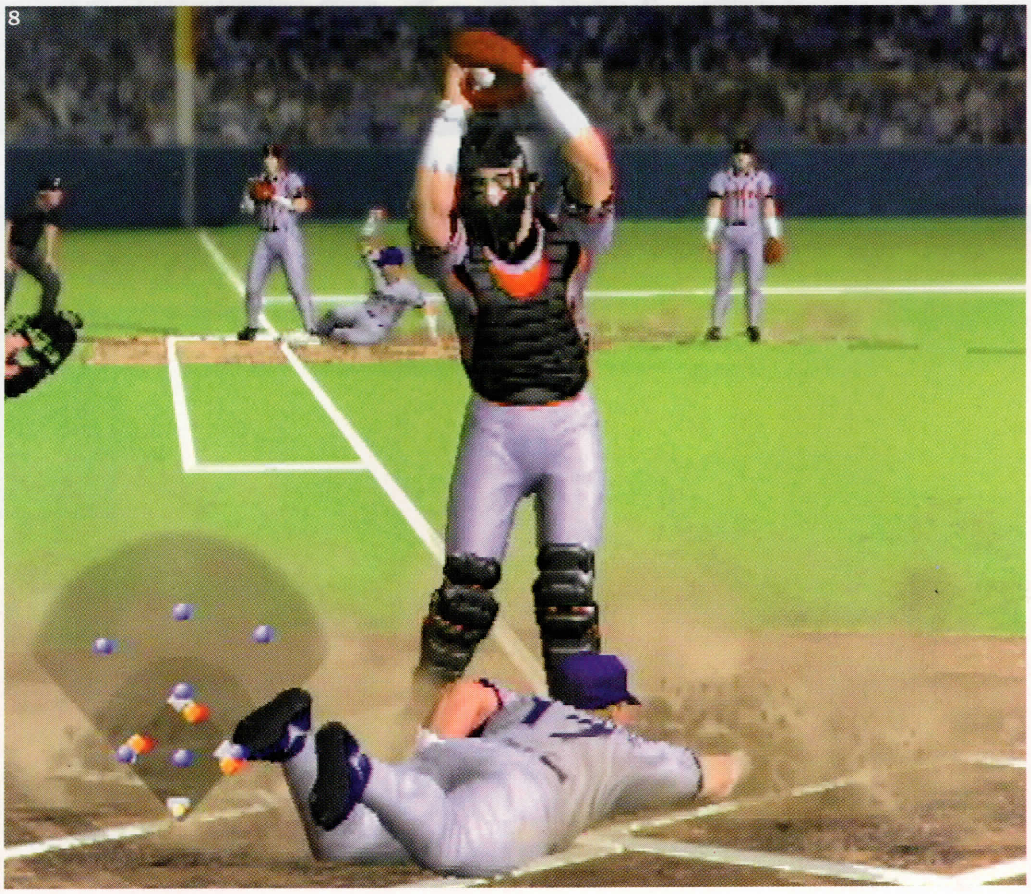


7

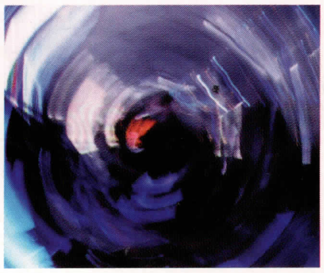


> "*Gekikukan* may herald a new era in videogame quality, but only the baseball hardcore will take to it with any gusto"

8



VERBAL



For some reason, I didn't hit a single pitch the first time I played, and the Sony assistant standing next to me laughed in my face. Brilliant. She repeated the method of matching the batting graphic to the dot in front of the hitter. I couldn't do it. I left humiliated. And yes, before you all start screaming, "How can he write about it if he couldn't hit the ball?" I returned. And I did hit the bastard ball.

SPEAKOUT

KOJI YAMADA
PUNTER

"The graphics and animation are brilliant. This is the game I came here to play. I think Square will lead the way in showing us what PlayStation2 can really do."

CAPTIONS

1 You might struggle with the control system (see above!)

2 As with any sports game worth its salt, *Gekikukan* is big on the options

3 However, it'll probably help if you know a bit about baseball...

4 So you can choose between stadiums with confidence

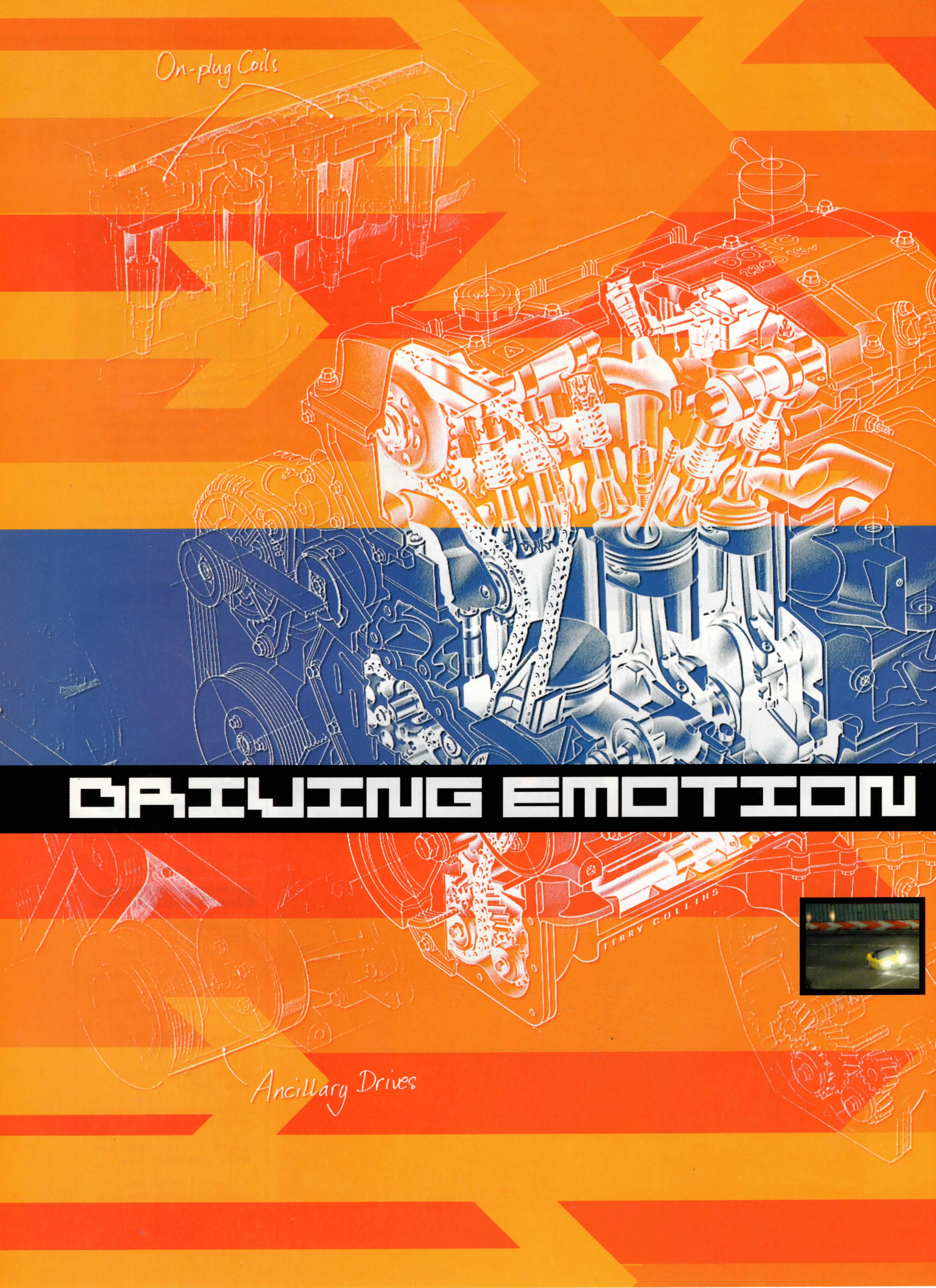
5 Is this a world-famous baseball player? Beats us

6 Once you grasped the control system you can gawp at the animation

7 And if there's one thing this game has in spades it's great looks

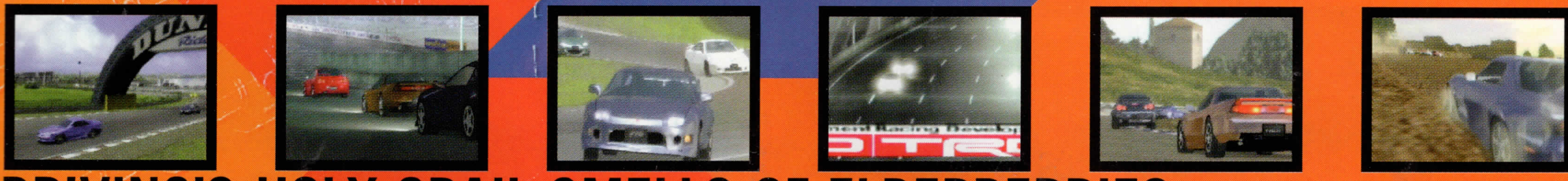
8 A masterclass in character animation, then. But a great game?

DRIVING EMOTION

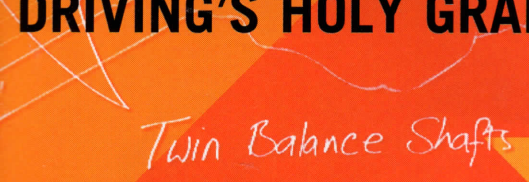

On-plug Coils
DOHC
2300 16v
TERRY COLLINS
Ancillary Drives

Split-mass Flywheel

TYPE-S



DRIVING'S HOLY GRAIL SMELLS OF ELDERBERRIES


Twin Balance Shafts

game info

GAME NAME: DRIVING EMOTION TYPE-S
TYPE: DRIVING
BY: SQUARESOFT
FORMAT: CD
HOMEPAGE: www.squaresoft.co.jp
PLAYERS: UP TO TWO

THE ANNOUNCEMENT OF THIS game took the world by the throat, sending shivers down the spine of every racing fan. Lofty rumours of "the greatest driving game ever" floated around the industry for months. So you can imagine how much attention it got at the show. But can you also imagine the disappointment as it slowly became clear that it's not the greatest racing game ever? Not by a long chalk.

In truth, this is not a benchmark title, although it only misses the mark by inches. The look of *Type-S* is jaw-dropping, with stunning scenery rolling past your windscreen as you hurtle through the road circuits of Provence and the Urban Highway in your souped-up machine. Trees actually look like trees, which'll be a revelation for those of you used to PlayStation's 32-bit looks.

> "Sure, it looks incredible. But a few minutes on *Type-S* leaves a bitter taste in your mouth"

INSIDE THE MACHINE

Each car's interior has been lovingly recreated to the nth degree. LCD displays at the side of steering wheels are exactly where they should be on the correct models. Reflected on the inside of the windscreen is the driver's crash helmet – you get the feeling Square's brief was on absolute realism for the project.

For example there's the simultaneously interesting and irritating motion blur, ever-present and, according to the opinion of many at the show, unwarranted. Despite this, the feeling of real racing is unmistakable when not focusing on the cockpit, although the now clichéd lens flare of the racing genre distracts.

TEETH GNASHING

Much was made of the positioning of the driver. Each motor has the roadster in the correct spot: the Mercedes is left-hand drive, and the feeling of playing while sitting on this side makes for an intriguing addition. But Square's claims of the view shifting due to braking, as if the force of slowing down were throwing the driver's head forward, were nowhere to be seen.

Several punters were getting irritated with *Type-S* as we played alongside, leaving controllers after getting lodged against scenery and finding themselves unable to get out. A great number of players commented on the odd handling of the cars - many spun repeatedly due to the lightness of the steering. Is this a game you have to play for aeons to get to grips with? Bet your bottom dollar a vast number of you will do exactly that.

NEAR MISS

If there's one thing you can be sure of it's that you won't be disappointed by the selection of cars. If you can think of a manufacturer, it's there. Even Ferrari got in on the act. And not even *Gran Turismo* could manage to snare this elusive carmaker.

But the faults niggle just a touch too much to get really excited about the game. *Type-S* has a loading time of at least 40 seconds, leaving us bored and yawning. The icing on the cake was a compression easily visible on the screen – about an inch on each side. Yes, *Type-S* looks incredible (check out these shots. You want to play it, right?), but a few minutes on Square's first foray into the world of grease and gears left a bitter taste in the mouths of many.

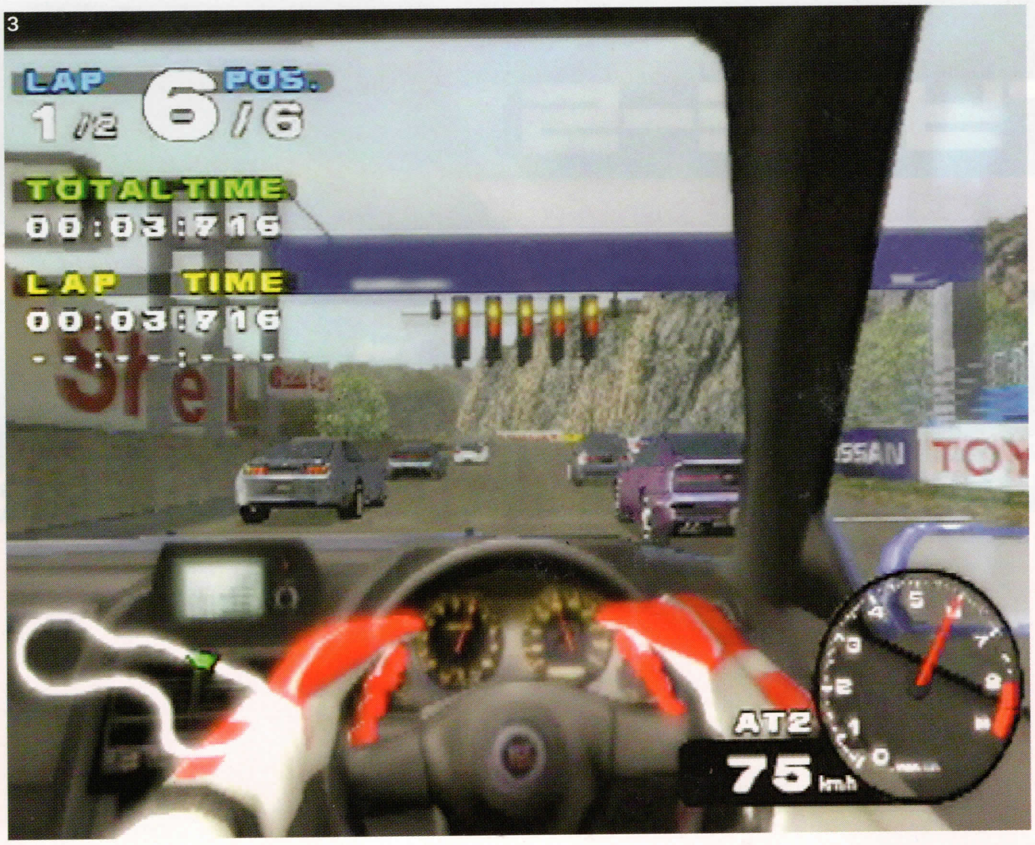
There's every chance Square will get around to remedying what basically amounted to a indecisive showing of their anticipated racing game. But absolute realism may be a little too much for the general public. Ask some of the irritated gamers at PlayStation Festival 2000.

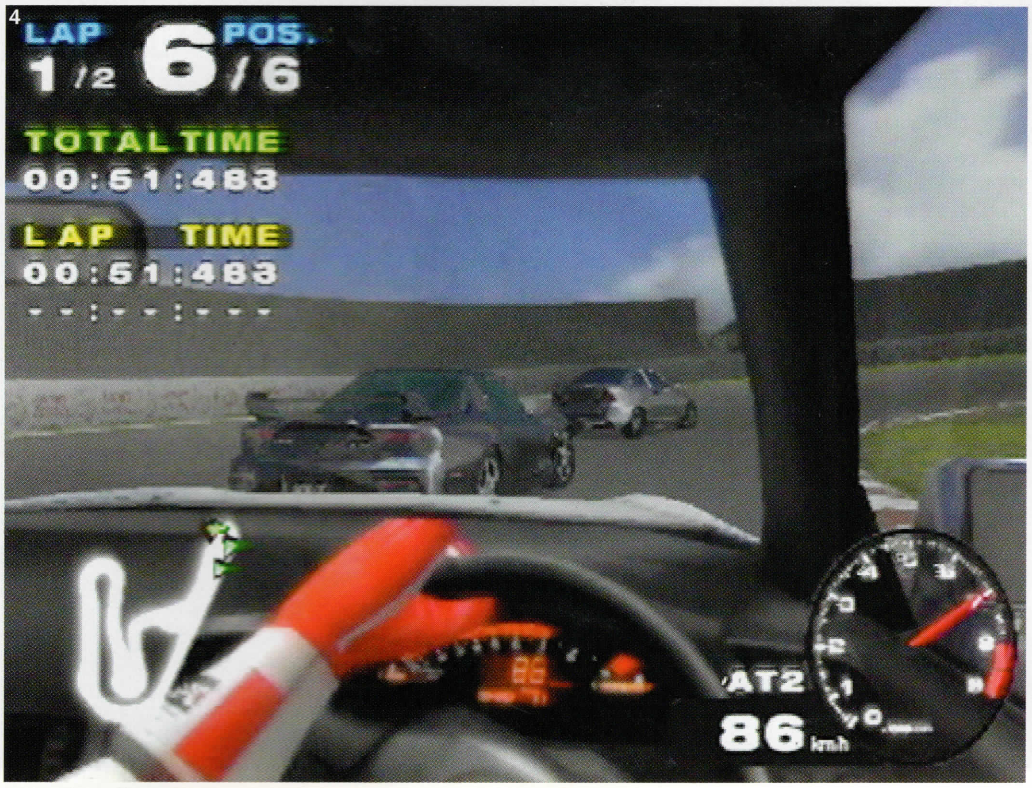
1

CAR SELECT
CAR SELECT
CAR SELECT
CAR SELECT
CAR SELECT
CAR SELECT

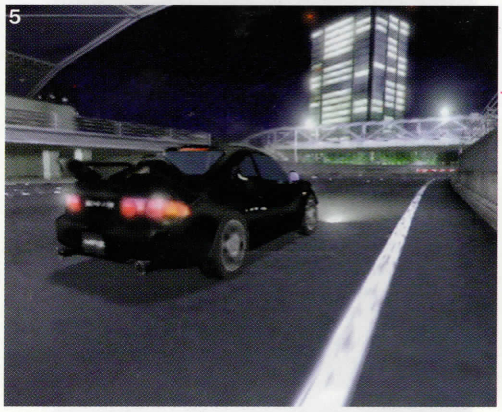
2

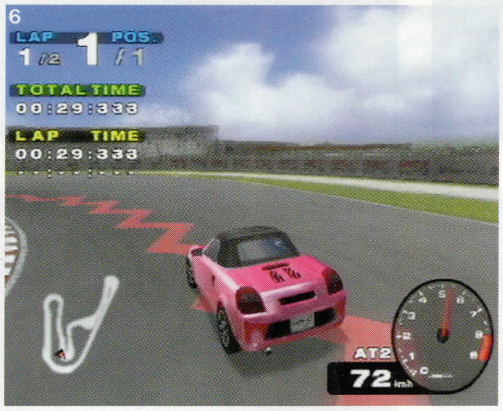
3

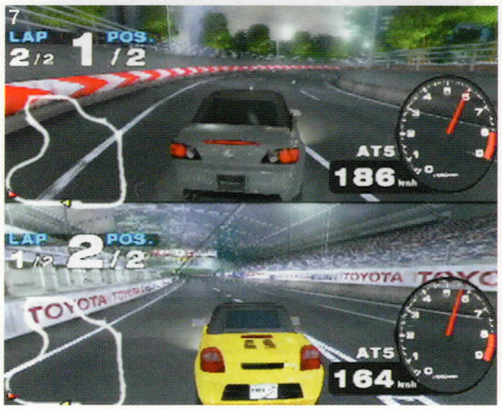


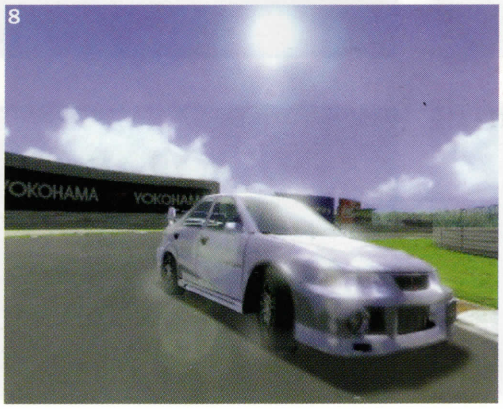
4

LAP 1/2
POS. 6/6
TOTAL TIME
00:51:483
LAP TIME
00:51:483
AT2
86 km/h

CAR SELECT
SKYLINE
CAR SELECT
SKYLINE
CAR SELECT
IMPREZA
CAR SELECT
IMPREZA
CAR SELECT
RX-7
CAR SELECT
RX-7

5


6

LAP 1/2
POS. 1/1
TOTAL TIME
00:29:333
LAP TIME
00:29:333
AT2
72 km/h

7

LAP 2/2
POS. 1/2
AT5
186 km/h
LAP 1/2
POS. 2/2
TOYOTA
AT5
164 km/h

8

YOKOHAMA
YOKOHAMA

VERBAL

Some loved it, some hated it. The guy standing next to us was incensed. After spending a full 10 minutes driving into a wall and not being able to find reverse, he shouted at the screen in Japanese. He then proceeded to thump the controller repeatedly against the rest to the side on the glass-encased console and glower through thick-rimmed glasses.

We chuckled evilly as the Sony employee, splendidly dressed in the manner of an air hostess, approached on tottering heels with a distinctly worried look on her face. Our man legged it, muttering omens of death as the controller clattered at the side of the stand. What a moment.

SPEAKOUT

ALEX WARD
GAMES DEVELOPER

"This is the game I'm looking forward to the most from the show, probably because I'm so into driving games. It certainly looks good, but I just hope they can sort out the handling of some of the cars."

CAPTIONS

1 *Type-S* may have been a disappointment to many overall...

2 ...but its huge selection of cars is undeniably excellent

3 The in-cockpit view helps the scenery to shift even faster

4 But where was the braking effect we were promised?

5 Night driving: another chance to *Type-S* to shout, "Look at me!"

6 Lady Penelope sacked Parker and got herself a proper motor for a change

7 Naturally, *Type-S* opts for the horizontal split-screen two-player mode

8 Looks nice, but you can have too much lens flare, you know

IN THE BEGINNING

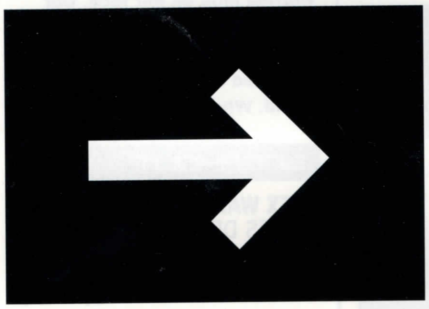
CAN LOADING SCREENS BE COOL? YES THEY CAN

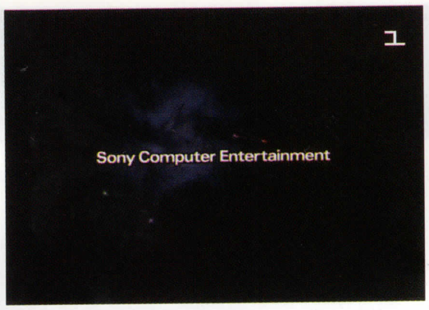
Switching on your PlayStation is still pretty cool, even after five years. The first thing you see and hear on PS2 is equally as mesmerising, and quite surreal.

In fact, one of two graphics routines greet you when PS2 is booted up. In both cases the imagery, according to Sony, "creates the feeling of outer space, giving the impression of the limitless entertainment options now possible." What you actually see is something like the Milky Way that shifts shape and intensity like clouds of coloured dye in gently disturbed water. The second screen is similar, but has faint cubes floating around. It does something weird with your subconscious. The accompanying sounds are equally as ethereal, and quite impossible to describe. Best we can come up with is of an ambient chord of distant chimes and soft tones.

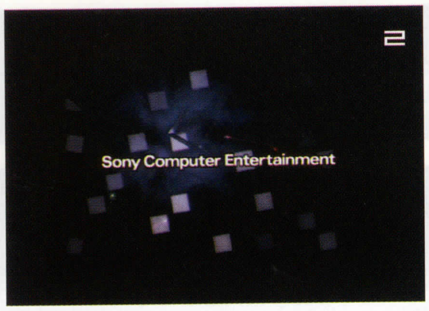
YOU FALL IN LOVE STRAIGHT AWAY

Nobody we know ever spent much time with the CD player on PlayStation, changing acoustic effects and all that stuff. It could be different with PlayStation2 simply because all the menus are presented so beautifully. Each option is displayed in straightforward text, accompanied by a floating crystal dial and a group of weightless translucent cubes. These change position in relation to the option you're working with.

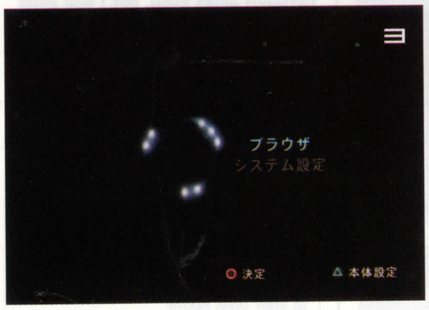



1

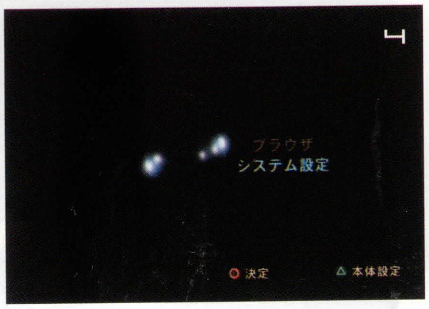
Sony Computer Entertainment


2

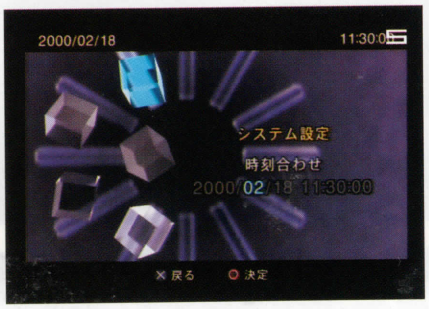
Sony Computer Entertainment


3

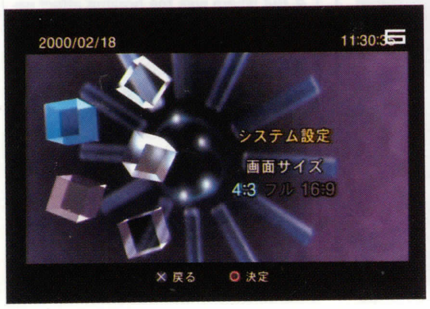
ブラウザ
システム設定
○ 決定
△ 本体設定


4

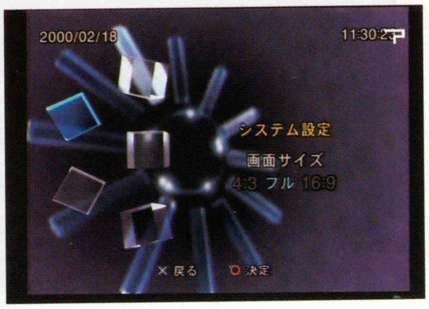
ブラウザ
システム設定
○ 決定
△ 本体設定


5

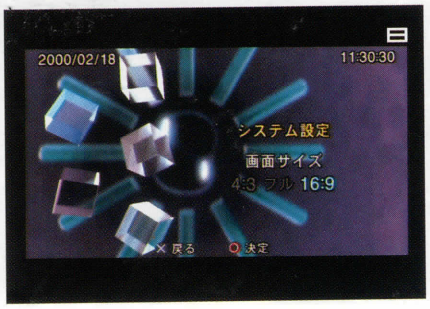
2000/02/18
11:30:0
システム設定
時刻合わせ
2000 02/18 11:30:00
× 戻る
○ 決定


6

2000/02/18
11:30:3
システム設定
画面サイズ
4:3 フル 16:9
× 戻る
○ 決定


7

2000/02/18
11:30:2
システム設定
画面サイズ
4:3 フル 16:9
× 戻る
○ 決定


8

2000/02/18
11:30:30
システム設定
画面サイズ
4:3 フル 16:9
× 戻る
○ 決定

Heres the lowdown

1 and 2

Things look different from the moment you turn on your new PlayStation. Better get used to the sight of these blocks

3, 4

Choose the "browser" or "system" area. The Browser handles everything to do with DVD, CD, and Memory Card management. You can look at your saved data here, for example. The system is where you can adjust all the settings for PS2

System

5

Clock setting

6, 7, 8

Screen size – 4:3, Full or 16:9

9

PlayStation2 can display pictures from its optical "digital out" port, which is the purest signal you can achieve. Choose this here if your TV is compatible

10, 11

On a Japanese PS2 you can switch between English or Japanese language for menu display. It's unlikely that a Stateside or European PS2 will include this option

12

Adjust PS2 to display the best component video out signal for your TV – RGB, or S-Video

Browser

13

Insert a memory card and you see this icon

14

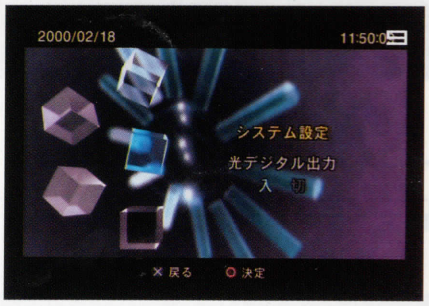
The PS2 icon system is also used for the DVD applications

15

Looking at the contents of the memory card, in this case it's *Fantavision* data

16, 17

When you load up a PlayStation2 game, this is what you see

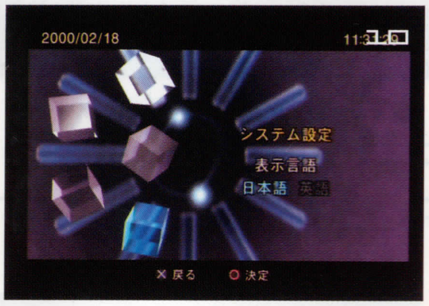

9

2000/02/18

システム設定

光デジタル出力

入 切

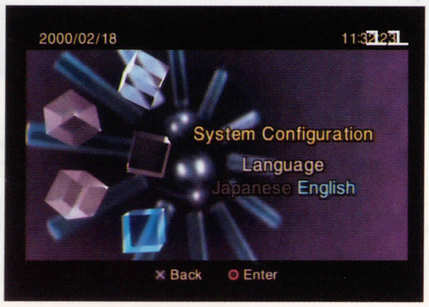

10

2000/02/18

システム設定

表示言語

日本語 英語

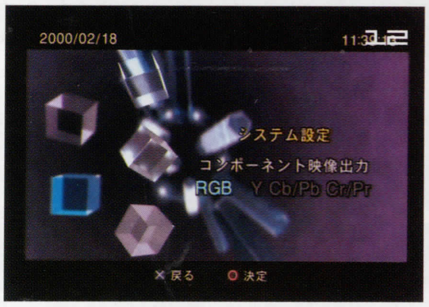

11

2000/02/18

System Configuration

Language

Japanese English

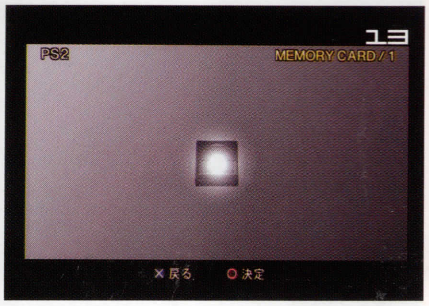

12

2000/02/18

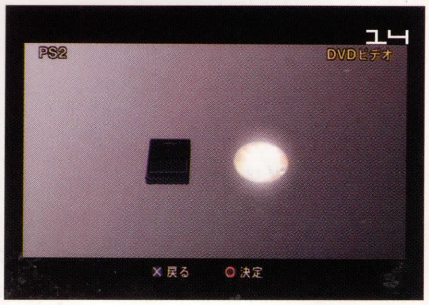
システム設定

コンポーネント映像出力

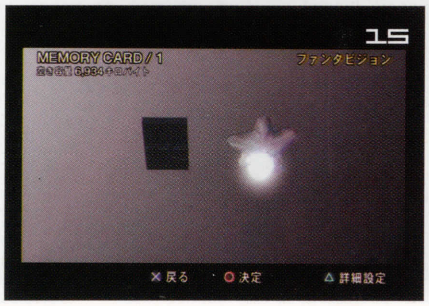
RGB Y Cb/Pb Cr/Pr


13

PS2
MEMORY CARD / 1
✕ 戻る
○ 決定


14

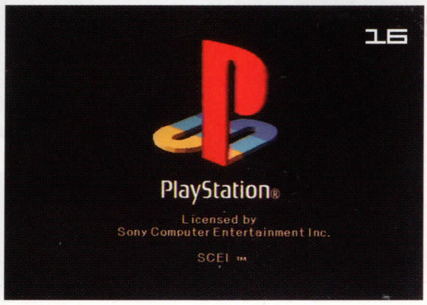
PS2
DVDビデオ
✕ 戻る
○ 決定


15

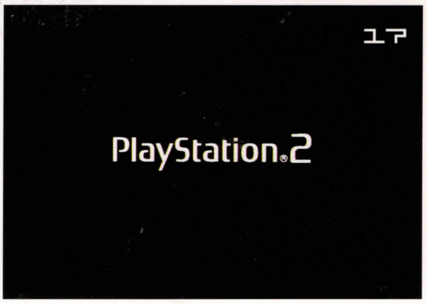
MEMORY CARD / 1

空き容量 6,934キロバイト

ファンタビジョン


16

PlayStation
Licensed by
Sony Computer Entertainment Inc.
SCEI


17

PlayStation.2

NATURAL SPIRIT

1

on saturday march 4 japan will wake up to playstation2. envy them

2

EMOTIONS

PHOTOGRAPHY: **ANTON WANT**

3

4

5

6

7

1	Joy
2	Concentration
3	Expectation
4	Friendship
5	Curiosity
6	Enlightenment
7	Discovery

gran turismo

2000

GRAN TURISMO 2000 ON PS2 WILL BLOW YOU AWAY ▷

"Gran Turismo
has that
Like no

"racing feeling"
other game"
RX-7

game info

GAME NAME: GRAN TURISMO 2000
TYPE: RACING
BY: POLYPHONY DIGITAL
FORMAT: CD
HOMEPAGE: www.polyphony.com
PLAYERS: UP TO TWO

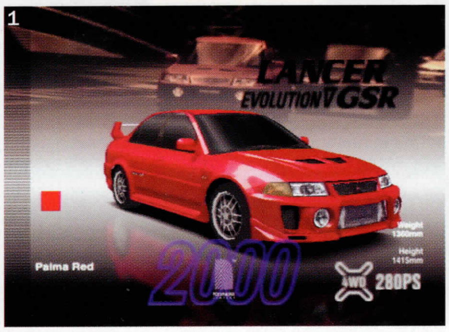
THIS IS WHAT FANS OF THE original PlayStation driving masterpiece have been waiting for – Polyphony's 128-bit version for Sony's next generation console. It's going to be worth every second of anticipation.

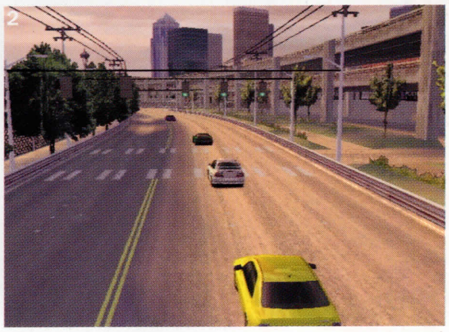
Although only one track was on display from the arcade disc at the PlayStation Festival 2000, the impact of the game was unsurpassed throughout the show. Thousands of devotees queued to play, and with good reason. From the off, where you select the colour of the one car – a Mitsubishi Lancer VGSR – available for play, your guts twist. Should it be Palma red, Pyrenees black or yellow pearl dandelion? It makes no difference. Select between race and drift and you're off.

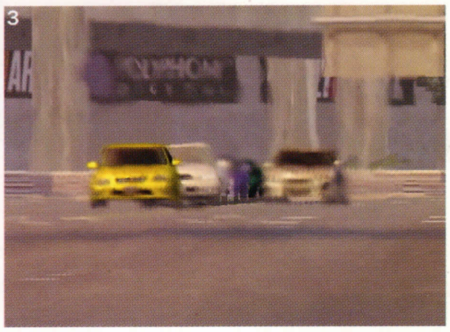
ANTICIPATION GROWS

Gran Turismo 2000 has "that racing feeling" like no other game. The over-shine, the cause of much mockery from the initial screens, has been dulled as the game development period rolls on. Backgrounds have taken the look of virtual reality. Sunlight pours through the gaps in tree branches and buildings in such a realistic way you find yourself smashing into walls as you gaze on in awe. This is sterling stuff, a pure adrenaline rush.

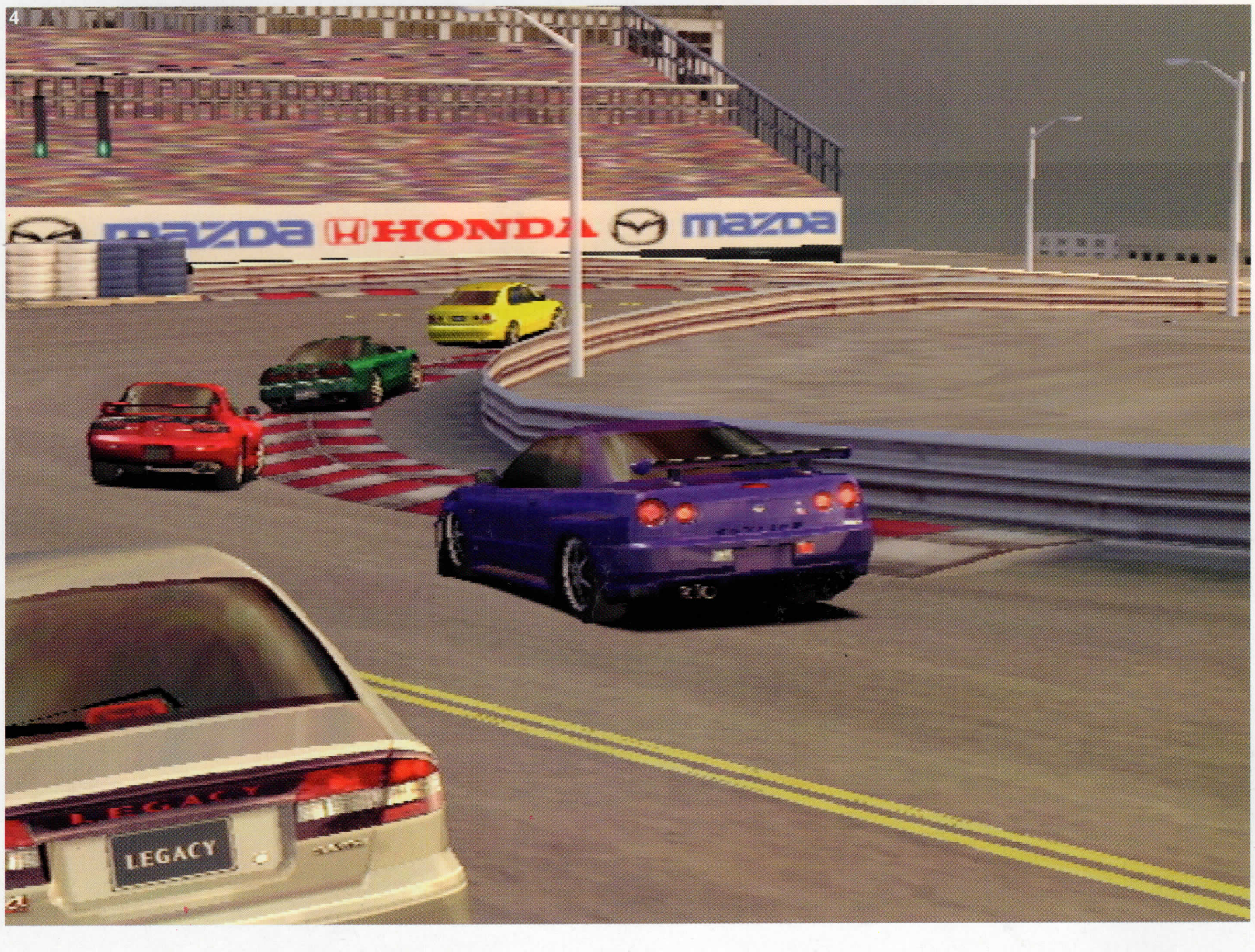
The handling of the vehicles is so

1


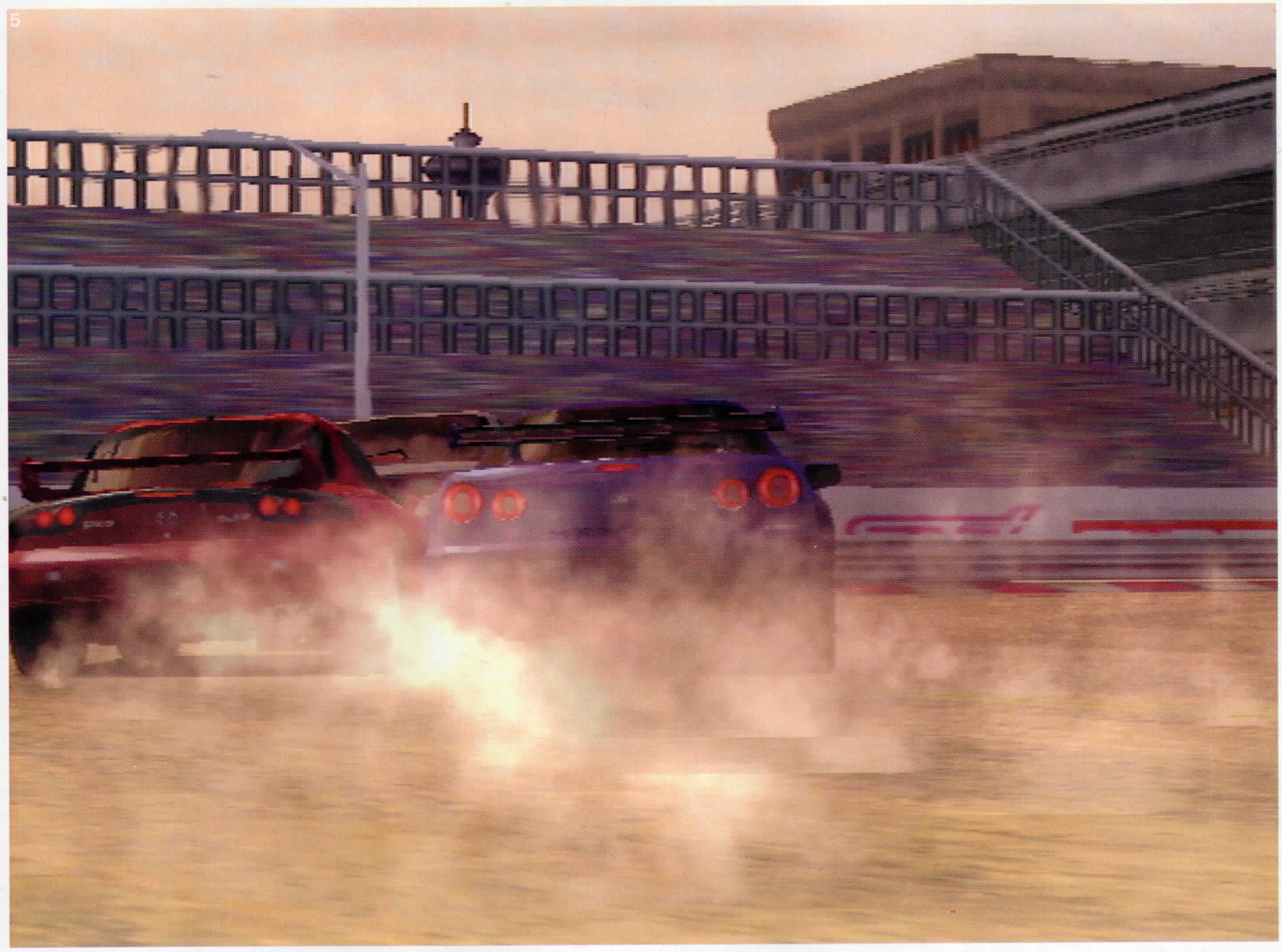
2


3


"Just what fans of the original PlayStation masterpiece have been waiting for"

4


5



distinctly *Gran Turismo* you'll want to scream to the rooftops with pleasure, howl with joy as you pip the leading car to the post. Tarmac glares at you with unbound perfection. And this game is only 20% completed.

Although *GT 2000* isn't scheduled for release until September at the earliest in Japan, the game's development has been aided by the fact that this is basically a revamp of *Gran Turismo 2* on PlayStation. Those of you who experienced something of a disappointment after the over-hype of the 32-bit sequel are guaranteed to love this. It's the pure sense of excellence the fantastic visuals and gameplay invoke, coupled with a genuine feeling of thrill almost unheard of in the world of driving games, that will keep you glued for months.

NOT PERFECT, SURELY?

Nothing was seen of the *Gran Turismo* mode, but this will be exactly the same as in *GT2* on PlayStation. If there's any major addition to be included in *GT2000,* Polyphony is keeping very quiet about it, with Kazunori Yamauchi – the producer and inspiration for the series – already admitting the PlayStation2 version should be seen as an upgrade of *GT2* rather than the third *Gran Turismo* title. The third game has already been confirmed by Yamauchi-san.

If there's anything negative to say on the subject of *GT2000,* it's that the smoke left by the tyres is layered on the track, giving a flawed impression of reality, and the heat-haze shown in some of the replays is overdone, to say the least. But that's about it. To the *Gran Turismo* fan, it'll be almost perfect. Blag your ticket to Japan and break into Polyphony's offices for a thrash on it tomorrow.

6

7

CAPTIONS

1 *GT2000* boasts an absolutely enormous selection of motors

2 The tracks look lush, and there's no draw distance: you can see forever

3 Some of the visual effects are stunning. Check out this heat haze

4 If you've played the first two *GT* games, the handling's very familiar

5 Your Dual Shock 2 will allow you to "feel" different road surfaces

6 The game's only 20% complete, but these visuals are set to stun

7 The realistic suspension lets you really feel the weight of the cars

"A PURE

adrenaline rush"

"Hundreds of gamers queued for hours to play this. From dribbling old men to tiny tots,

8

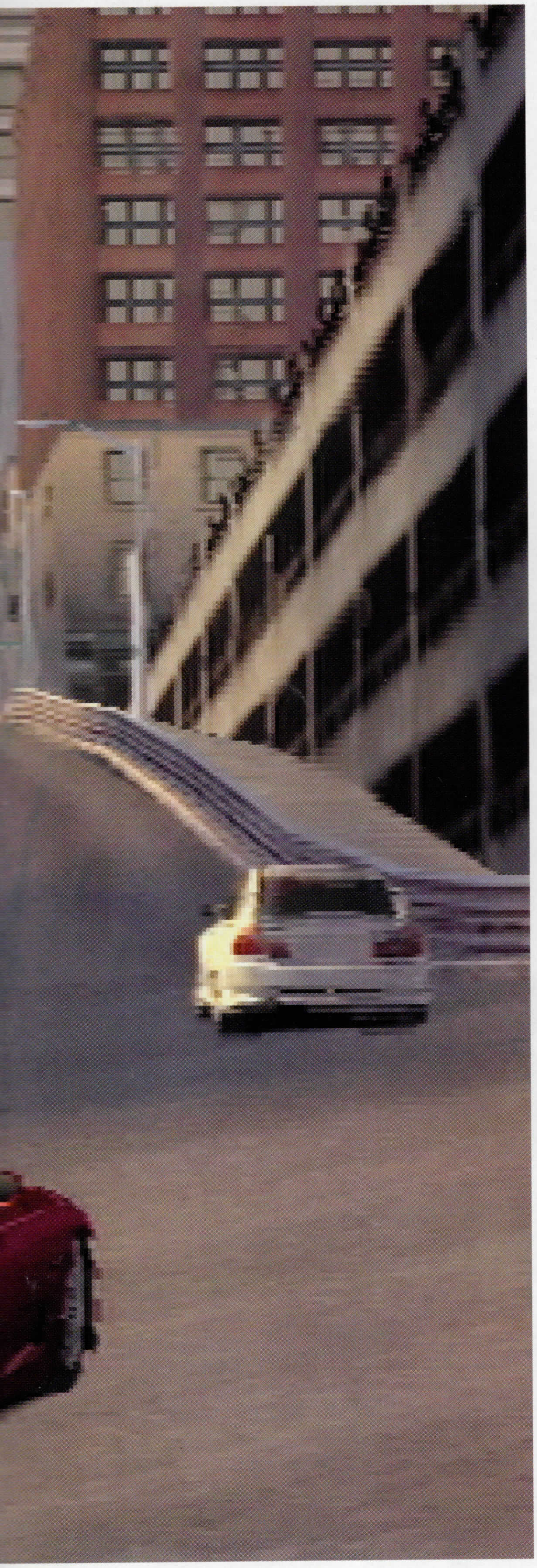
9

10

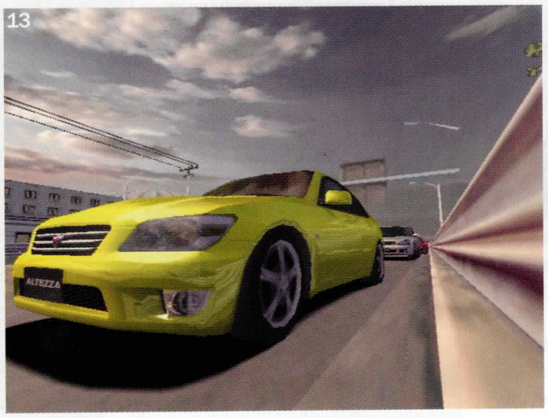
11

12

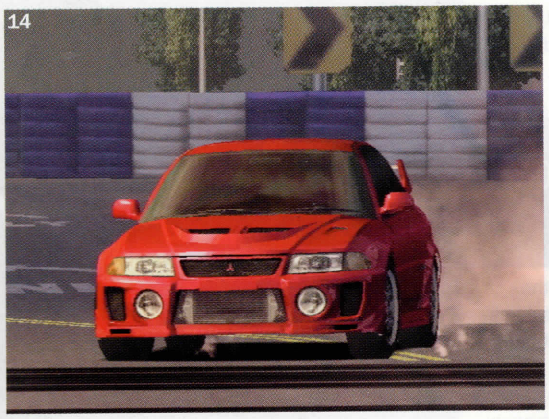
everyone wanted a go on *GT2000*. And they were happy to wait"



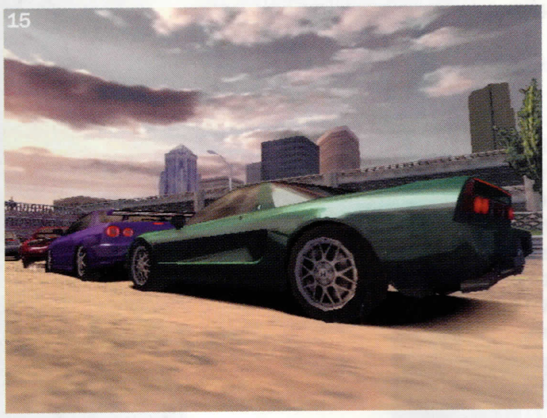
13



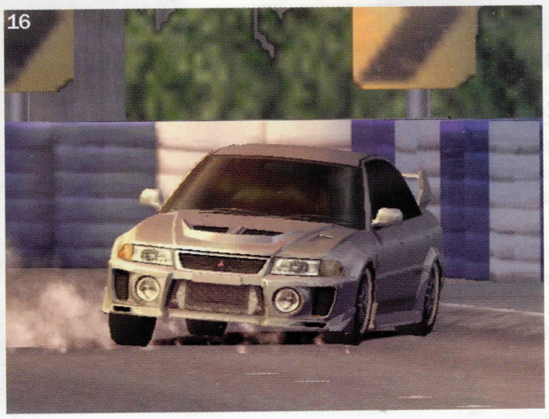
14



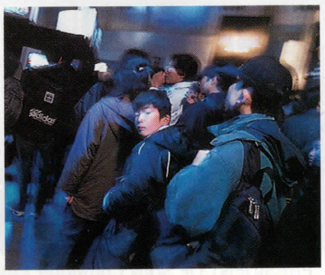
15



16



VERBAL



Standing in a queue for hours on end just to snaffle a measly couple of minutes on a game might seem weird – let's be honest, it *is* weird. But that's what hundreds of gamers at the festival do. From dribbling old men to tiny tots, everyone wanted a go on *GT2000*. And they were happy to wait.

SPEAKOUT

MAEDA
PUNTER

"I thought it was fantastic. The graphics are excellent and it has great sound. The best thing is that's it's so realistic. I'm going to compare it with *Ridge Racer* now."

CAPTIONS

8 Look at all the reflection and detail going on here

9 Car suspension works exactly as it would in real-life

10 Sun glare. This is the sort of thing we'll be seeing a lot of in PS2 games

11 As in previous *GT* outings, the replays will be stunning

12 Feast your eyes. This is an in-game shot. Honest

13 PlayStation fans will be comparing this one to the latest *Ridge Racer*

14 Check out the smoke here. Cars spark going over bumps, too

15 Background detail looks awesome in places...

16 ...but in others, not so great. This looks duff to us

SIDELINES

FROM THE SHOW FLOOR

PHOTOGRAPHY: ANTON WANT

PlayStation 2

DEERING HINTS AT UK RELEASE DATE

PRESIDENT OF Sony Computer Entertainment Europe, Chris Deering, says September 29th 2000 is the most likely release date for PS2 in Europe and the US.

The comment came following a press interview in Tokyo, at SCEE Head Office. Mr Deering also talked about his hopes for the European launch. He has no worries whatsoever about the quantity or quality of titles, and joked, "It's always somebody not ordering enough screws or labels that causes any hold-up." We shall wait and see.

SOFTWARE DVD FOR PLAYSTATION2

DESPITE ALL THE HYPE leading up to the event, it turned out that PS2's DVD playback left much to be desired. Digital artifacts and noise interference were in evidence.

The quality of the DVD playback invoked some vicious condemnation from the festival floor. This was mainly from obsessive DVD users, who know far too much about everything, but the fact remains that the DVD didn't deliver.

Part of the problem could be to do with the fact that PS2 uses software decoding, which is loaded onto a Memory Card from a utility CD. The silver lining of this particular dark cloud is that Sony can upgrade the performance of the DVD playback whenever the technology will allow. In the meantime, however, if you feel like becoming a DVD buff, it looks like PS2 is not the place to start.

BUT MUM I WANNA PLAY PS2

THE WEEK of the festival happened to be exam week for most school kids in Japan. This would explain the rather controlled atmosphere compared to what we're used to at seeing at the Tokyo Game Show and Nintendo Space World.

We're not sure if this was a deliberate ploy by Sony to keep the numbers down – not wanting to turn people away. However, this didn't stop thousands of maniacs showing up to play the games anyway. Sod school – we've got serious business to attend to!

10 PS2 GAMES FOR SIX QUID

IF YOU BOUGHT a ticket for the PlayStation Festival 2000, you automatically qualified for a bag stuffed with 10 playable PS2 CDs. Not bad for £6.

In the bag you got: *Gran Turismo 2000*, *Ridge Racer V*, *Evergrace*, a Konami selection, *Kessen*, *Story of O*, *Street Fighter EX3*, *Fantavision*, *IQ Remix +* and *Golf Paradise*. This has got to be the best freebies in the history of freebies.

"IT JUST WENT BOOM"

MINUTES AFTER the online ordering service for PlayStation2 went live, all the servers for *www.jp.playstation.com* literally blew up!

Over half a million hits (clicks on a page) were registered inside of two minutes. The server, pushed to its very limit, froze in some kind of cyber panic then lost it completely.

Ken Kutaragi, president of SCEI, told us, "The whole thing just went boom, I have been in meetings all day trying to get this problem sorted out."

Last we heard the server was back up and running. However, you can't get a PlayStation2 until at least a week after launch, and many of the biggest titles are already completely sold out.

NOW LOADING!

YOU THOUGHT YOU'D seen the last of "Now Loading", but instead companies like Namco and Squaresoft have made the message look prettier. Say it isn't so!

On the 90 per cent complete version of *Ridge Racer V* it's 15 seconds. And on Squaresoft's *Type-S* it was around 50 seconds – although, to be fair, this game is early in development. Whatever, all around the show floor you could see the words "Now Loading" beaming mercilessly into your soul whichever way you looked. Is "Now Loading" going to be with us for the next five or six years? Let's hope this is an early software thing. Otherwise may God spare us all!

OPTICAL SIGNAL USED ON GAMES

ALL THE PS2S used at the Festival were displayed on Sony Vega televisions, using the PS2 "optical digital out" socket. The results were comparable with VGA quality.

Until PS2 happened along the best possible picture quality on a console came from an RGB/SCART connection. But through the optical digital out socket the picture is better still. The contrast and clarity of the picture is precisely as the PS2 creates it – meaning you get a "truthful" image.

Of course you're going to need an expensive TV to take advantage of this option, but if you're loaded this is where to spend your money for sure.

YOUR PS2 GAMES WILL LOOK BETTER

SOME PLAYSTATION 1 games will be enhanced by PS2, it was revealed at the festival – despite Sony having made official announcements to the contrary.

This is fantastic news. The improvements are faster loading times, but more impressively higher resolution texture mapping for sharper images and greater detail. Not every game will benefit from being turbo-boosted, but it's going to be worth trying every one in your collection. To make it happen (or not), all you need to do is configure PS2 from the "system" menu. Fingers crossed all the major games will polish up nicely.

DEAD or ALIVE
DEAD or ALIVE

DEAD OR

PLAYSTATION2'S AWESOME GRAPHICS POWER MEANS BEAT

ALIVE 2

'EM UP SEQUEL DEAD OR ALIVE 2 GETS EVEN JIGGIER

GAME INFO

GAME NAME: DEAD OR ALIVE 2
TYPE: BEAT 'EM UP
BY: TECMO
FORMAT: CD
HOMEPAGE: www.scei.co.jp
PLAYERS: UP TO TWO

IF THERE WAS ONE GAME THAT typified the excitement of the festival, it was the incredible fighter *Dead Or Alive 2* from Tecmo

Tomonobu Itagaki is chain-smoking and exuding a confidence you'd expect from a man so utterly convinced the greatest game ever created in its genre has just been born in his offices.

Head of Tecmo's Team Ninja and the director of *Dead Or Alive 2* for PlayStation2 and Dreamcast, Itagaki has just revealed the Sony version and there's no doubt in his mind it's a world-beater.

Did anything impress him at PlayStation Festival 2000? "Nothing," he says. "I was very disappointed. Very cheap. I cannot find a competitor."

Did he play *Tekken Tag Tournament*? "Very poor," he spits. "Very narrow and very complex."

LOFTY CLAIMS

After watching him on *Dead Or Alive 2*, you could be forgiven for believing his outlandish claims. It plays like a mix of *Tekken Tag* and *Soul Calibur*, but Itagaki insists it is unlike either. Characters interact with their environments by jumping from ledges into combat and whacking enemies into electrified walls, and the story mode will have you staring wide-eyed at the screen. You'll yell with delight at the tag-combos, get all slack-jawed as babes spin around so fast you glimpse their knickers, gasp as they eject fat men into the air before calling for their partner to plant a boot firmly in the side of the helpless opponent's head. The basic fact is that you just want to play it so badly it almost hurts.

IT'S GOT THE MOVES

The game was shown on the big screen during the Software in Development presentation, and the sight of beautiful women beating the living shit out of each other was the only true show-stopper to be seen during the three days of the festival.

Characters swap between stages mid-bout, flying from roof-tops followed by opponents, and the game has more of a feel of an action movie than a fighting game.

BIG NEWS

The differences between the Dreamcast and PlayStation2 versions are plain to see, and Itagaki knows it. "In the US and Europe there is only Dreamcast," he says. "PS2 is coming later. We would like you all to play *Dead Or Alive 2* in all countries as soon as possible. That's why we decided to release *Dead Or Alive 2* on Dreamcast."

He won't disclose how many polygons are being pushed in the PlayStation2 version compared to the Dreamcast outing – he has nothing but praise for Dreamcast, citing its excellent compression features.

But when we push him hard he makes the admission every Sega fan has been fearing since the emergence of the battle of the next generation consoles. "The PlayStation2 version is more powerful than the Dreamcast version," he concedes. "We were looking to release the game for both consoles, so we already know the PlayStation2 version is more powerful than the current Dreamcast version." Tecmo will not release the Dreamcast version in Japan unless he can make it completely comparable to the PlayStation2 version. Itagaki admits this is unlikely to happen.

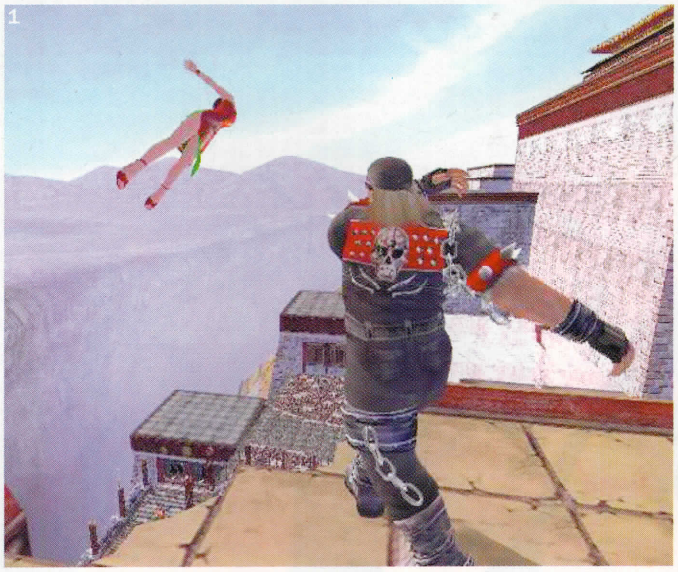
"FEAST YOUR EYES"

That's right, sports fans. The Japanese *Dead Or Alive 2* on Dreamcast won't be released any time soon, a move likely to anger Sega devotees in the Far East, although we'll be seeing it on UK shelves in May, courtesy of Acclaim. Itagaki isn't worried.

"We believe the PlayStation2 version is a game the people have never seen before, and we reckon players will be happy to see such a game," he says, making the point that videogame fans are game fans, and not just Sega fans. "We like to present the best game to surprise the player. We're trying to respond to the player's mind. To make good games with the highest quality."

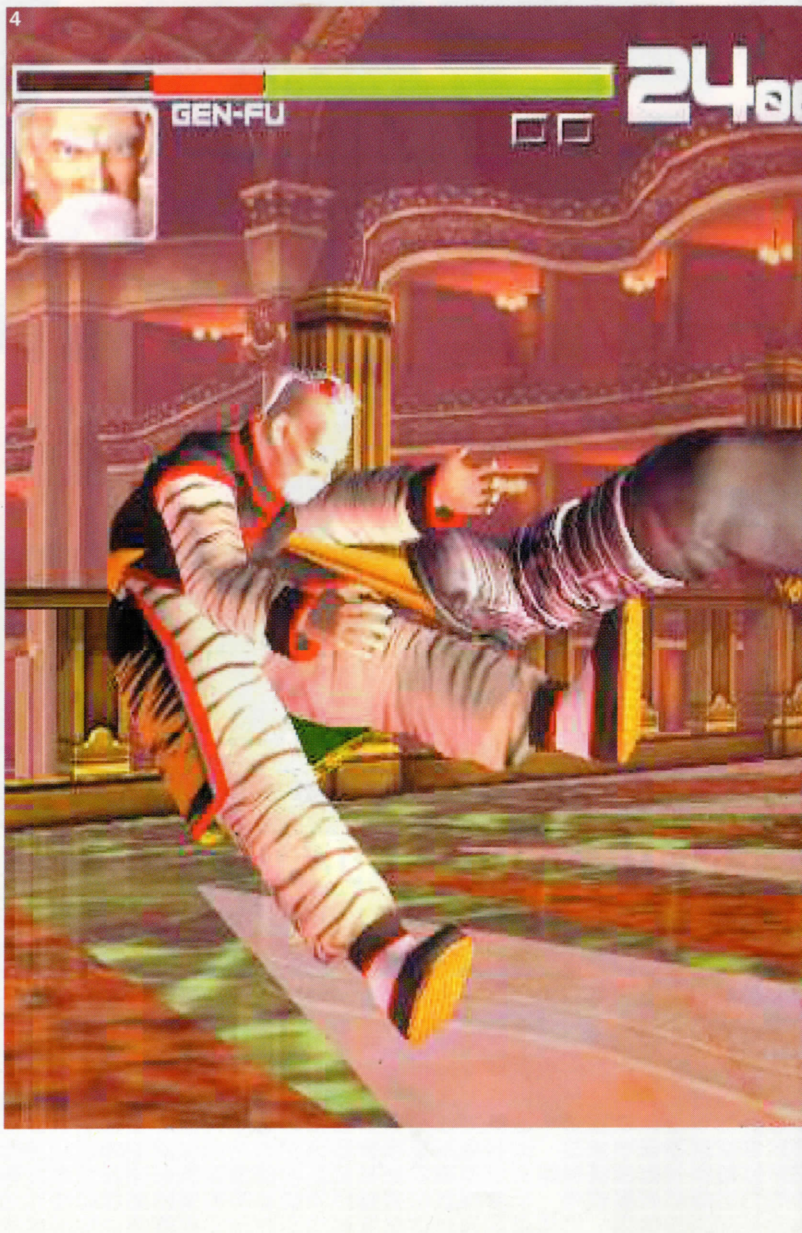
The PlayStation2 code has blown the socks off all and sundry – certainly everyone who was at the show, although some of the American press at the show was convinced there was no difference between the two versions. The motion blur shots seen here are testament to at least one difference. And just look at those lighting effects and feast your eyes.

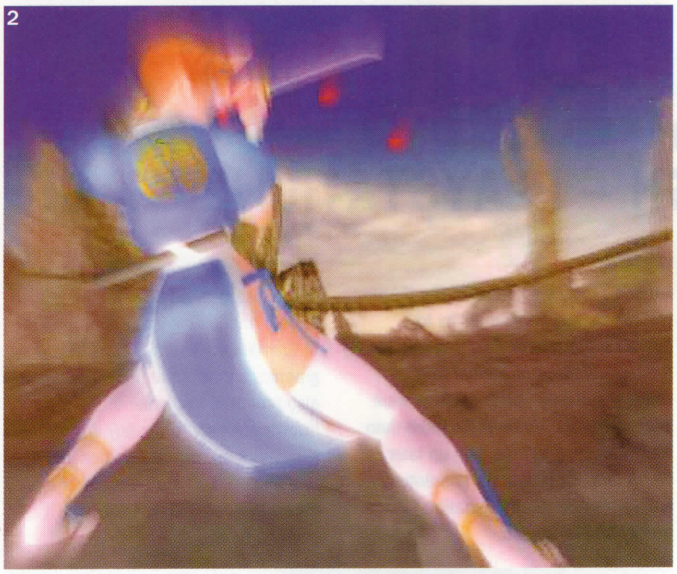
1

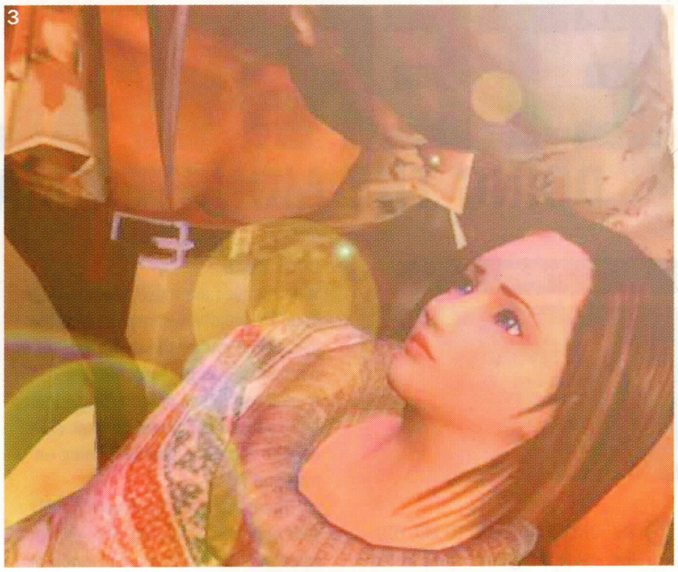


"Babes spin around so fast you get a glimpse

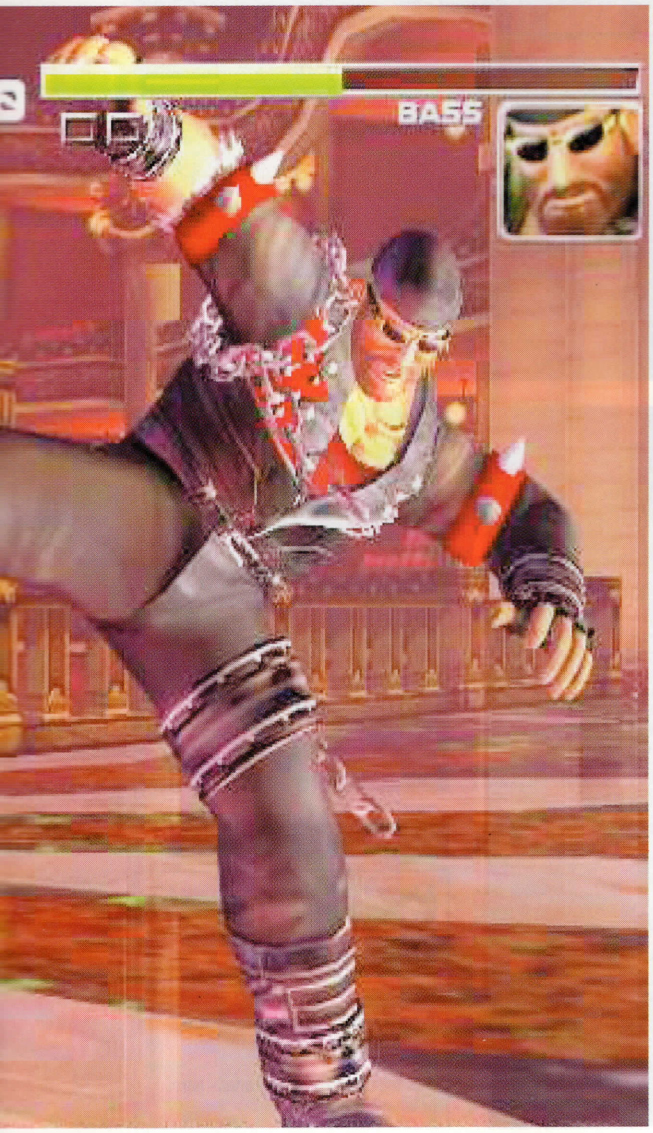
4

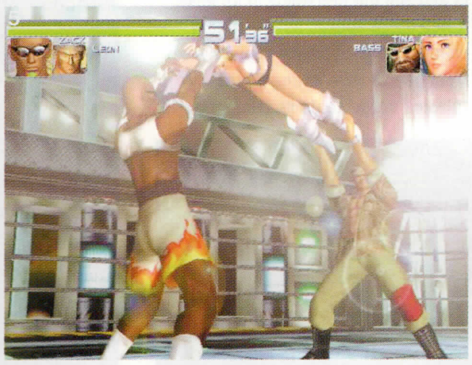


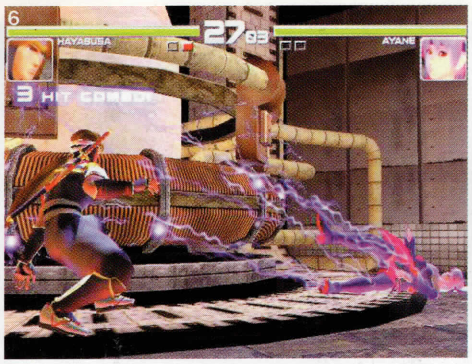
2


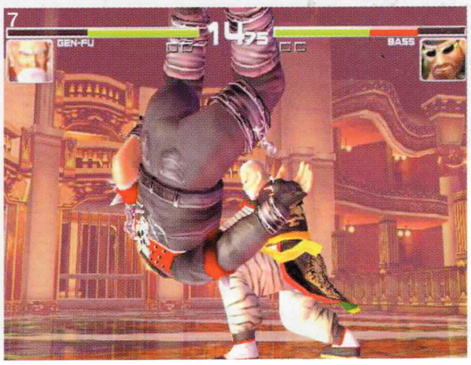
3


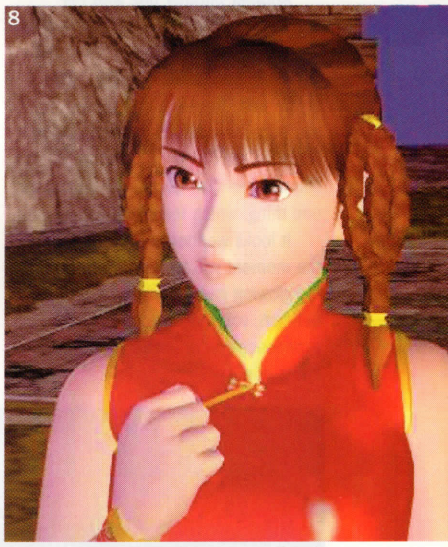
of their knickers. Basically, you want to play *Dead Or Alive 2* so badly it hurts"



5

ZACK
LEON
51 36
BASS
TINA

6

HAYABUSA
27 03
AYANE
3 HIT COMBO

7

GEN-FU
14 75
BASS

8


CAPTIONS

1 *Dead Or Alive* will have all the moves you love. Plus some new ones

2 Lighting effects like these take the PS2's graphics power out...

3 ...and, quite frankly, show it the time of its life

4 Gen-Fu and Bass. Will these two never be mates?

5 Here's *Dead Or Alive 2*'s tag team element in action

6 Special moves and combos will be tweaked and set to "awesome"

7 Can this be the game that gives the mighty *Tekken* a run for its money?

8 Let's not forget what else *Dead Or Alive*'s is famous for

ETERNAL RING

DOING THE MONSTER MASH – PLAYSTATION2 STYLE

game info

TYPE: RPG
BY: FROM SOFTWARE
FORMAT: CD
HOMEPAGE: www.scei.co.jp
PLAYERS: ONE

THE ONLY PS2 GAME TO LET YOU live inside the game – take in the view through your eyes, and meet monsters face to face. Needless to say, it rocked.

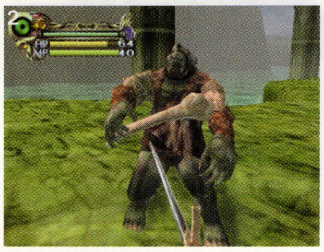
Another popular title with the PlayStation hardcore – *Eternal Ring* is loosely called an RPG, but it's a first-person action game as far as we're concerned. There's a lot that leaves you impressed, but the control system is not as slick as we're used to in classics like *Quake*. You can't jump for one thing, which feels kind of awkward.

It looks wonderful, though. From the moment you lock eyes with the red-glowing gaze of a giant half-man, half-fish, you realise you're in an experience you're unlikely to forget – like it or not.

COOL KILLS

Your enemies are mostly demon dogs, haunted armour, werewolves and the like. At the end of the demo version at the festival you got to confront a magnificent black dragon. These look quite special compared to what we're used to – even in games running on high-end PCs.

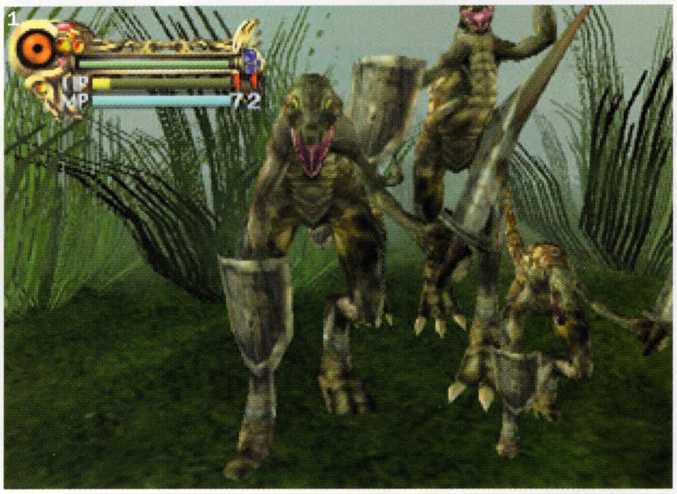
There are many cool ways to kill your opponents. A range of magic is selectable from a menu at the top of the display to support standard weapon strikes. You can summon a tornado, which sends a twister to suck in and spit out everything in its wake. A wall of fire speeds its way toward enemies, looking angrily impressive. Most people were relying on the "plasma spear" to do its thing, though.

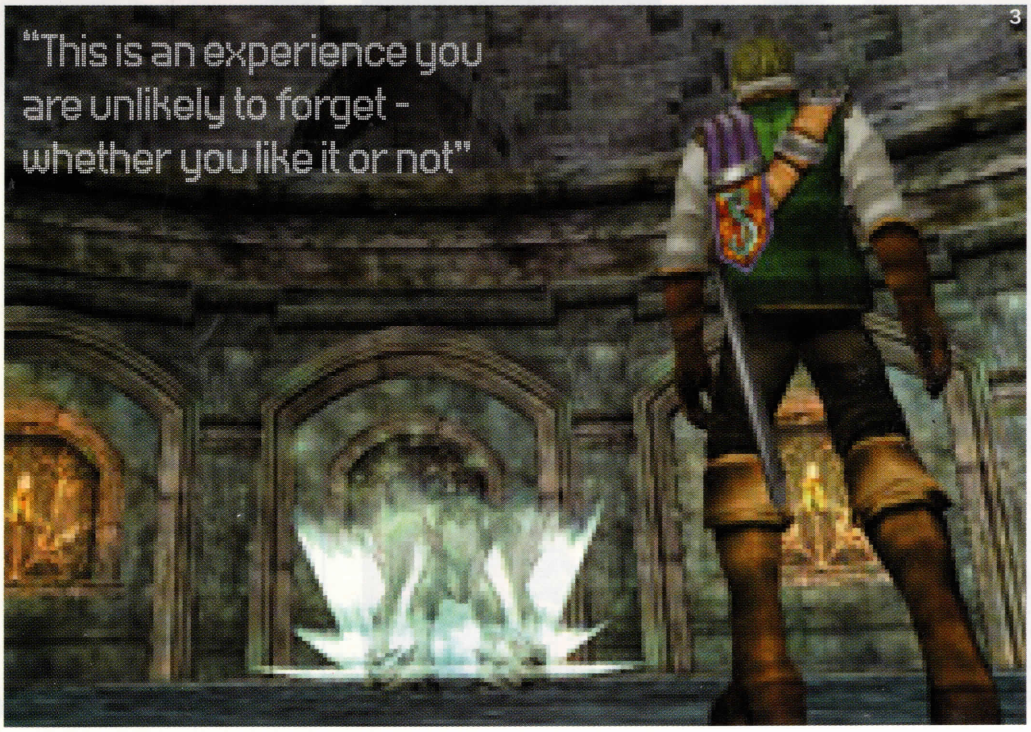


TIC-TACS

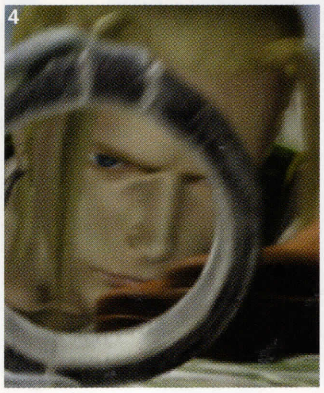
As far as tactics go, most of the time you win or lose on your ability to out-strafe the enemy. This was true for the demo version of *Eternal Ring*, where the enemy attack patterns were easy to predict. However it's more than likely the game will toughen up later on. In fact, it's practically guaranteed – From Software has a reputation for quality on PlayStation.

Aside from some obvious fogging of the distance to help with the frame update, the lasting impression we got of *Eternal Ring* was that it's a terrific graphics showcase for PS2. The game also promises to be one of the most involving. Among the many driving simulators and fighting games in the PS2 line-up, this is an altogether more refreshing proposition. Trust us, it's going to be big.





> "This is an experience you are unlikely to forget - whether you like it or not"



CAPTIONS

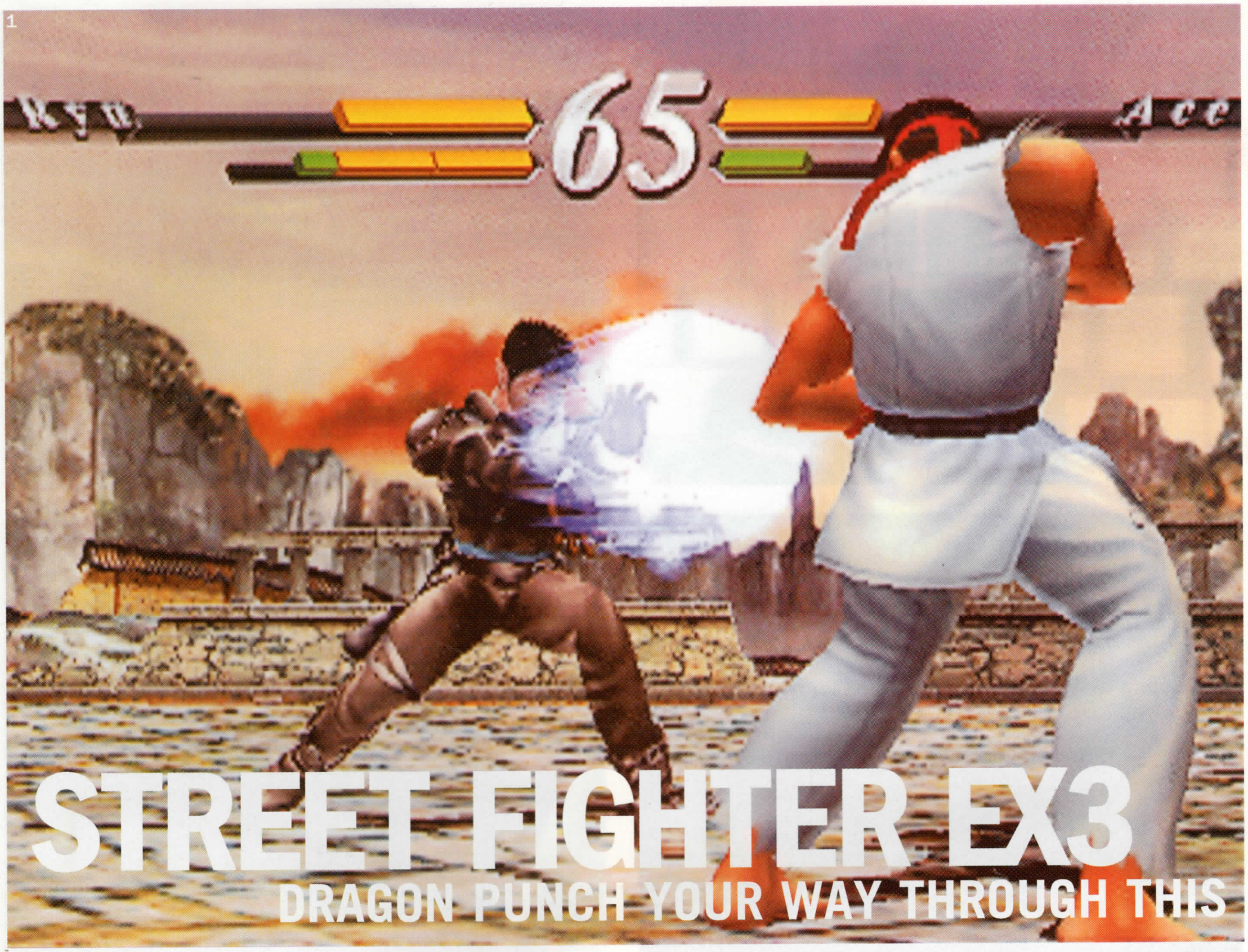
1 Nasty things. They want you dead. You know what to do

2 All kinds of monsters inhabit the world of *Eternal Ring*

3 So it's lucky you have a great big sword and the odd bit of magic

4 Is this the face of a fearless hero, or what?

1



STREET FIGHTER EX3

DRAGON PUNCH YOUR WAY THROUGH THIS

GAME INFO

TYPE: BEAT 'EM-UP
BY: KONAMI
FORMAT: CD
HOMEPAGE: www.konami.com
PLAYERS: UP TO FOUR

THE UNSUNG HERO OF PlayStation 2000 has to be *Street Fighter EX3*: Capcom's latest in the seminal 2D fighting series looks good enough to eat.

Standing watching the 2D hardcore get completely engrossed in the delights of *Street Fighter EX3* you can't help but think this genre will never die. After countless releases of the tried and tested formula, *Street Fighter* is back with a great big fucking wallop.

Yes, those of you that destroyed your young lives over *Street Fighter 2* on SNES should be getting horribly excited by these shots.

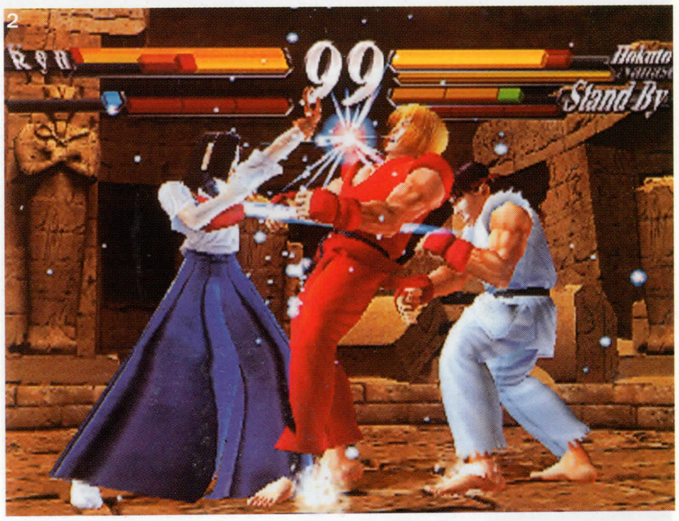
"INSANELY FAST ACTION"

Despite giving you the illusion of full 3D, the newest *Street Fighter* still adheres to the same 2D gameplay. This is a good thing, as any true Capcom devotee will tell you.

Insanely fast action is the order of the day: Chun Li is still up to her old tricks with her speed kicks and Blanka's buzzing harder than a clubber on three grams of billy.

But the graphics and character models tell a very different story from earlier versions. Guile, once just plain muscular, now looks like a man mountain. A perfectly shaded and proportioned man mountain. Blanka, meanwhile, in his completely remodelled green-skinned and orange-haired splendour, looks hard enough to make you instantly touch cloth. Backgrounds reveal lovingly crafted woods and dojos. You. Want. This. Game.

2

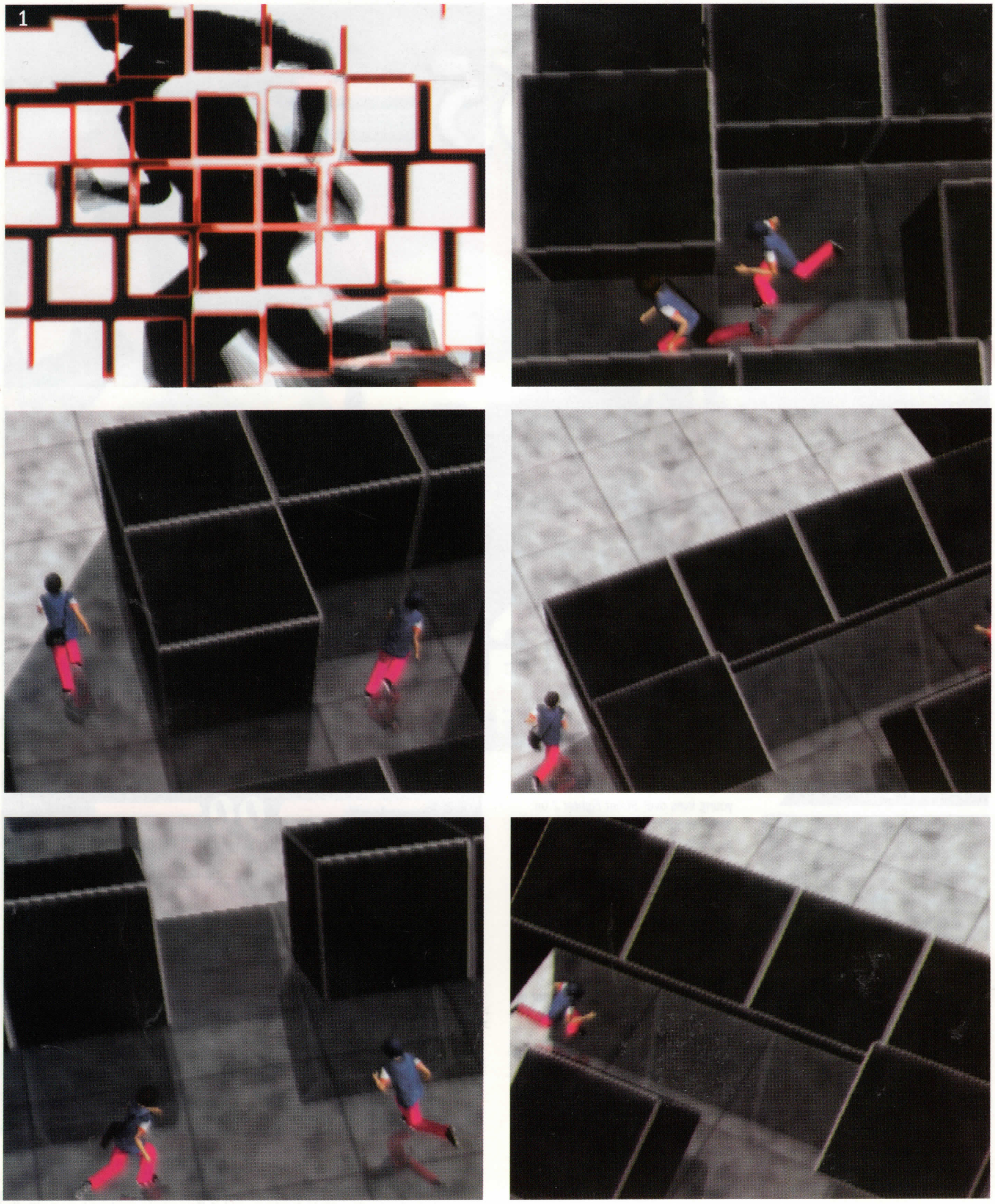


> "It's still the old *Street Fighter*, but it's been totally remodelled. You. Want. It"

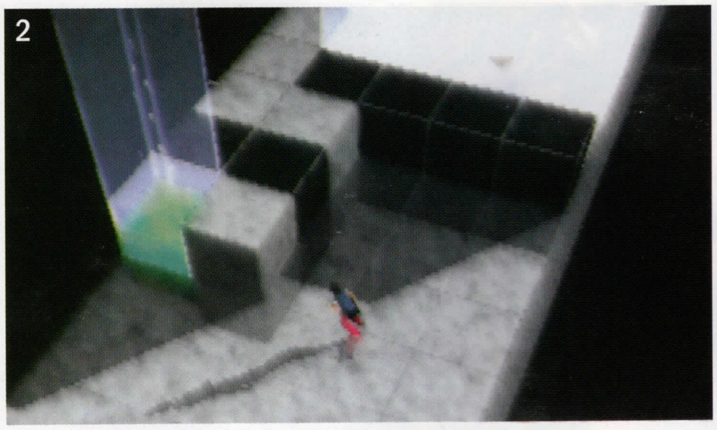
CAPTIONS

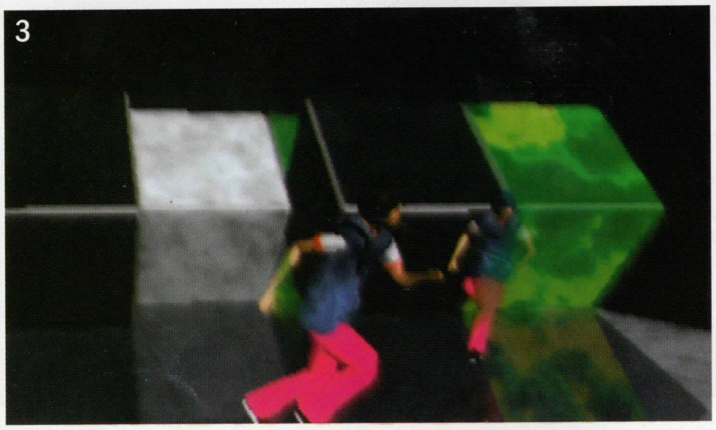
1 If anyone knows beat 'em ups it's the masters Capcom

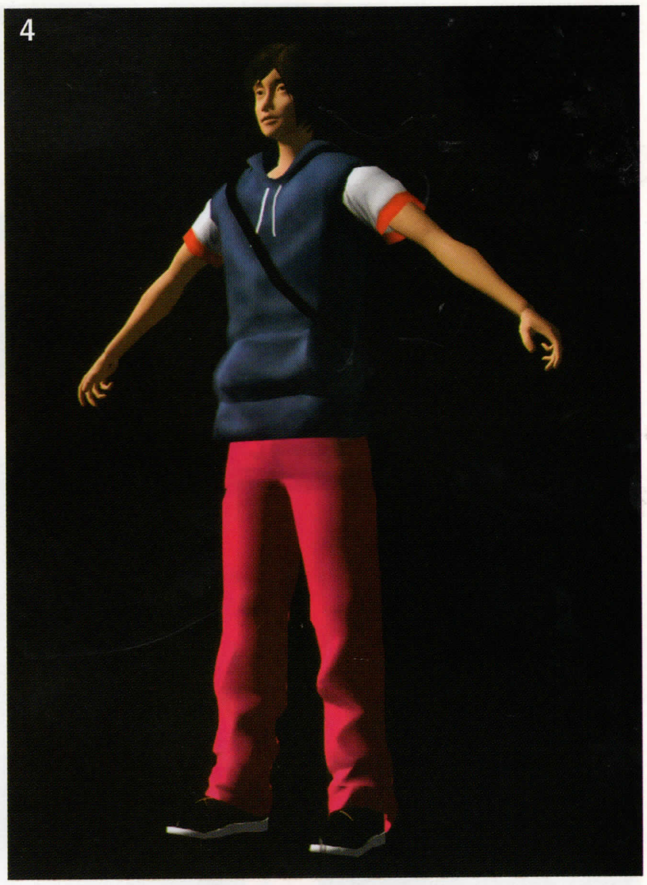
2 And *Street Fighter EX3* looks like being a real doozy



"Puzzle addiction can easily catch you unawares"







IQ Remix +

GAME INFO

TYPE: PUZZLE
BY: SONY COMPUTER ENTERTAINMENT
FORMAT: CD
HOMEPAGE: www.scei.co.jp
PLAYERS: UP TO TWO

THIS IS THE RADIOHEAD OF PS2 software – grim, but you can always slide it in to impress the gals with your apparent sophistication of choice.

Nothing much is different from the current PlayStation version of *IQ Remix*, or *Kurushi* as it is known in the UK. God only knows why Sony decided to rename *IQ* (Intelligent Qube) *Kurushi*. You can only assume to make it seem more mysterious.

The pretentiousness of it all is augmented with *IQ Remix +*. It is a respectable puzzle game that can catch you unawares with its addictive qualities. It isn't, however, the greatest example of PS2 software.

Sure the look has been improved with the addition of chemical-inspired optical effects. Or, if we're being strictly PC, *IQ Remix +* is like playing while suffering from jet lag, no sleep, and having eaten not much food. Funny, that. There isn't too much difference to the presentation otherwise. The game is exactly the same – run from one end of a rectangular grid to the other, but first you must eliminate a wall of blocks tumbling toward you. And to do that you must work out the code that governs the three different colours – green (Advantage), black (Forbidden), and grey (Normal).

Well it is fun, after all. But when you've got *Fantavision* to satisfy all your base and satellite desires for puzzle-related action, *IQ Remix +* seems kind of redundant. ⊗

CAPTIONS

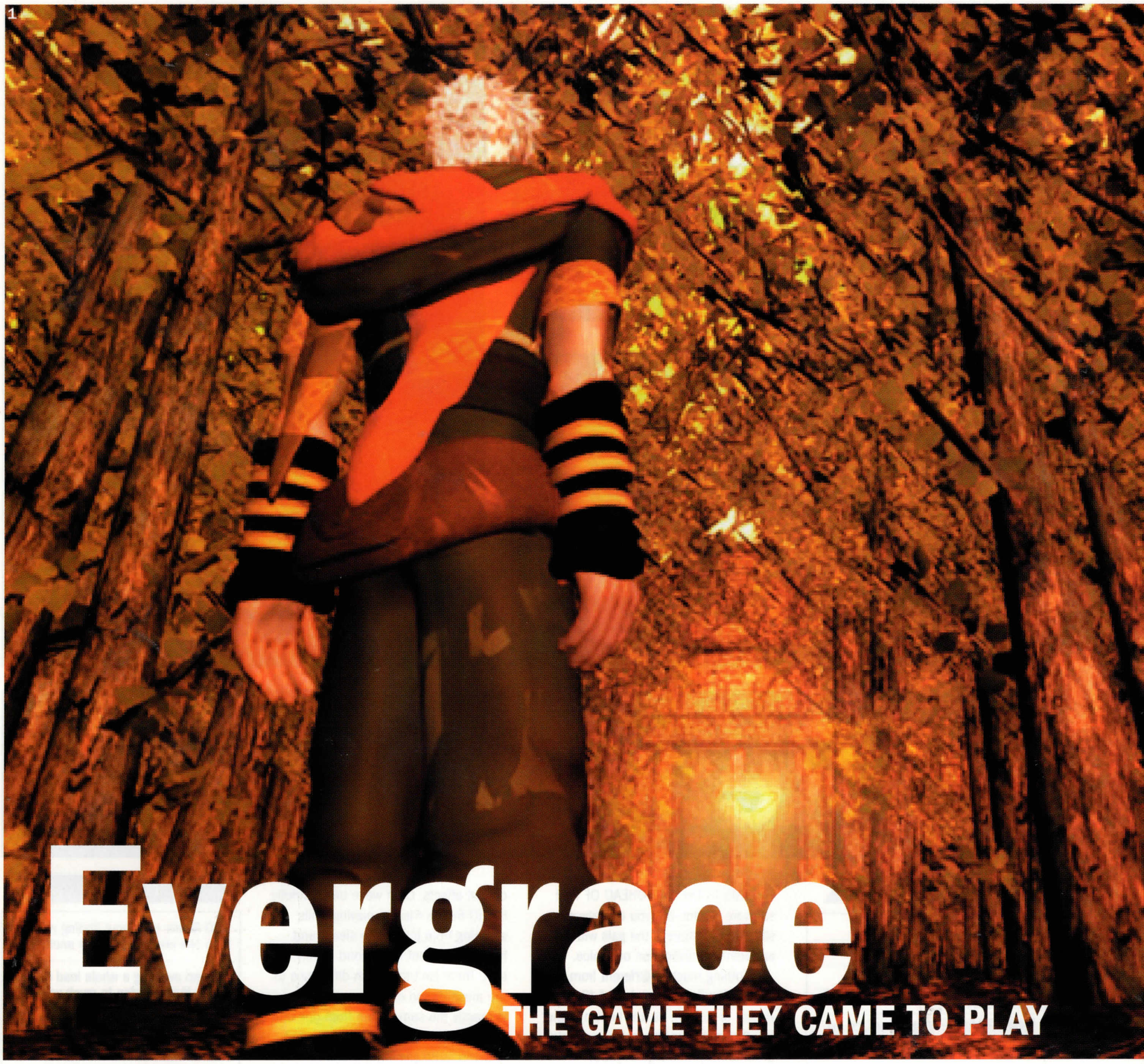
1 *IQ Remix +* is about finding your way from one end of a maze to another...

2 ...and avoiding a whole load of blocks that threaten to crush you

3 Hardly a perfect showcase for the PS2's graphics puzzle

4 Even the stuff that isn't in-game seems a little on the weak side

> "The look's been improved with chemical-inspired optical effects"



Evergrace

THE GAME THEY CAME TO PLAY

game info

TYPE: RPG
BY: FROM SOFTWARE
FORMAT: CD
HOMEPAGE: www.scei.co.jp
PLAYERS: ONE

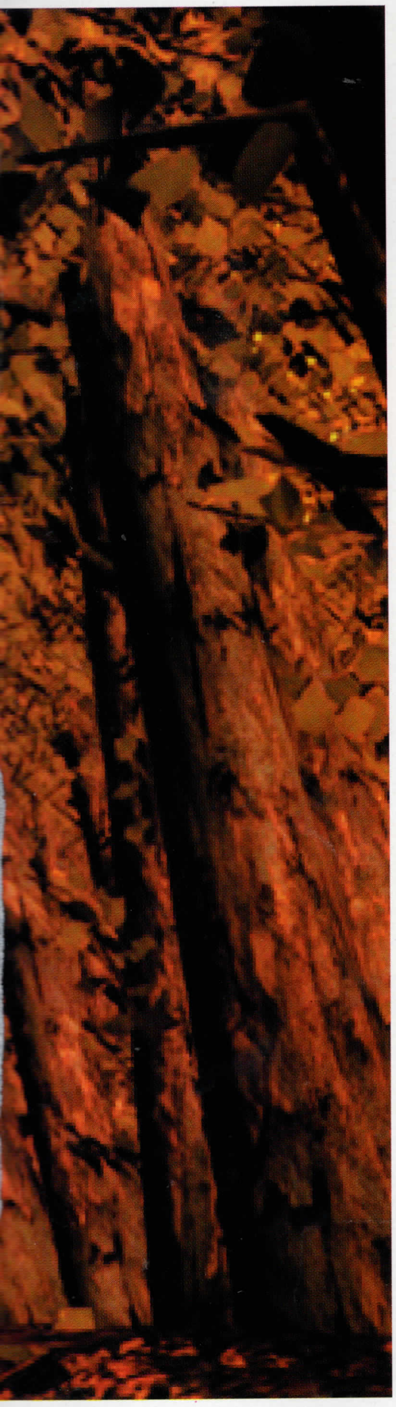
PUNTERS HAD BEEN QUEUEING since 6.30pm the night before the festival just to play this game. It had to be something special.

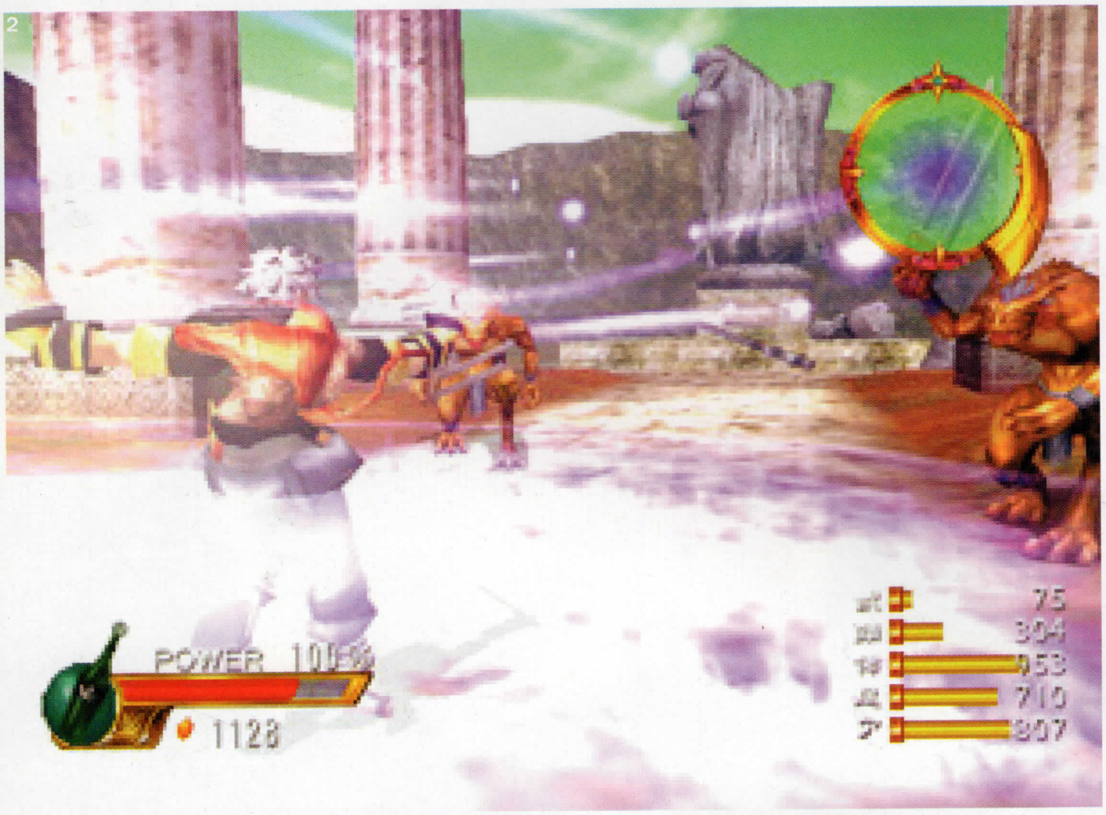
Evergrace has an air of beauty previously unseen in games – and this is all down to the way PS2 uses light to add an extra dimension to images. Without the gloss the imagery was comparable to a PC game running at 600 X 400 resolution on a VGA monitor – crisp, but not terrifically detailed. The magic was in the way sunlight permeated autumn-yellow leaves on trees, highlighted blades of grass and allowed the water of a fountain to shimmer like silver.

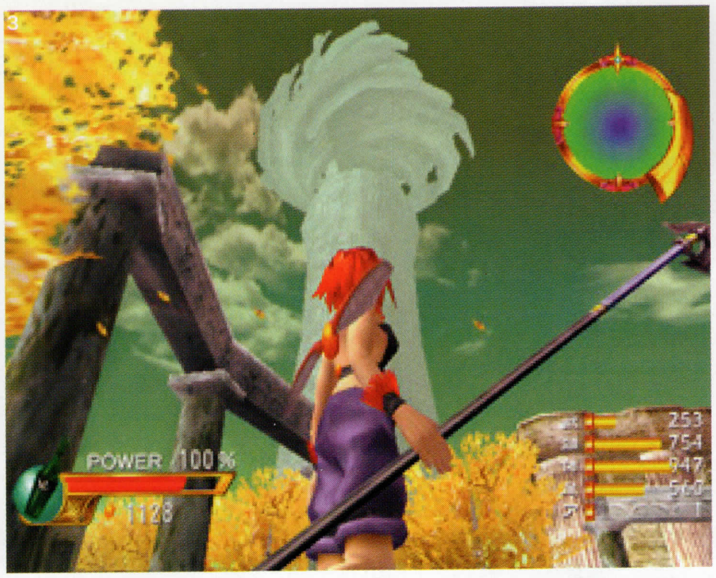
ZELDA FOR PLAYSTATION?

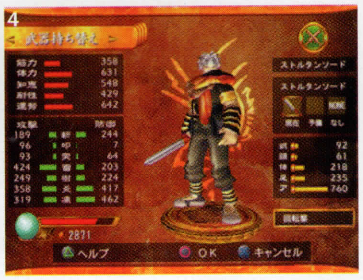
The action is similar to most other action-orientated RPGs – if you've played *Zelda* on N64 you'll be right at home with *Evergrace*. The playable character we saw at the festival was a young lad called Yu-Interald. In the retail version there will also be a female character called Shalami.

Yu is a pleasingly versatile character whose combat moves can be chosen to suit every situation. Just press "select" to access a small configuration menu. Weapons can be switched, as can types of protective clothing. Initially, Yu wears an animal skin over his shoulders and soft leather boots. His alternative wardrobe is available from an option screen, but only after new equipment has been looted from the remains of defeated enemies. Dash armour, for example, allows Yu to run faster – though it requires magic to maintain its power.



2


3


4


5

POWER 100%
1128

CHARACTER STUDY

Evergrace is overall an engrossing experience, as any quality RPG should be – if you don't care about the characters you won't play. The only aspect that lets it down is a lack of detail in the locations: it's fairly sparse right now. However, this is balanced by a high level of detail in the character models – most notably the giant hornets, with their highly articulated abdomens. They make your skin crawl.

FIRST IN THE QUEUE

PlayStation Festival 2000 started at 1pm on the Friday. We got to the show at 8am trying to get in, only to find that over 1,000 maniacs had already formed a queue. We spoke to the worse-for-wear lads at the front who claimed to have been there since 6.30pm the previous evening. And the game they most wanted to play was *Evergrace*. If you want any indication of how good the game is, you should also know that most punters were saying it was worth the wait.

> "Some punters had been queueing all night to play this game. How good is it? They said it was worth the wait"

CAPTIONS

1 Some backgrounds were a bit on the sparse side

2 But minor gripes aside, *Evergrace* looks really beautiful

3 This is a taste of the kind of RPG experience you'll expect from PS2

4 Sadly, there still seems to be heaps of stats to wade through

5 But luckily, there are still loads of monsters to slaughter

TEKKEN TAG

TOURNAMENT

The power of PS2 meets the might of Tekken. And it's a bloodbath

GAME INFO

GAME NAME:	TEKKEN TAG TOURNAMENT
TYPE:	3D FIGHTING ACTION
BY:	NAMCO
FORMAT:	CD
HOMEPAGE:	www.namco.com
PLAYERS:	UP TO FOUR

IF YOU RECKON FIGHTING GAMES are past their sell-by date, here's a kick in the nuts. And have a 10-hit combo while we're at it.

Tekken is a game you will probably never master, but you'll have a go, and you'll have a ball doing it. And while you're trying your best to be the best, you inevitably spend more time than is healthy staring at the screen; staring at your character, watching for the animations so you can learn to string killer moves together, or staring at the backdrops, nine times out of ten wondering why everywhere's deserted.

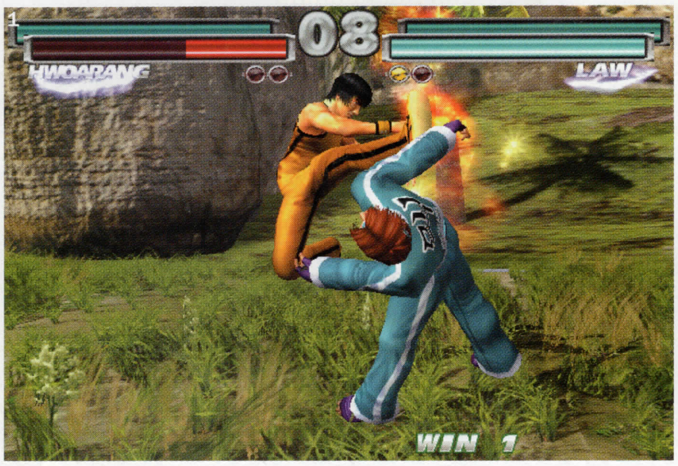
LOOKS TO KILL

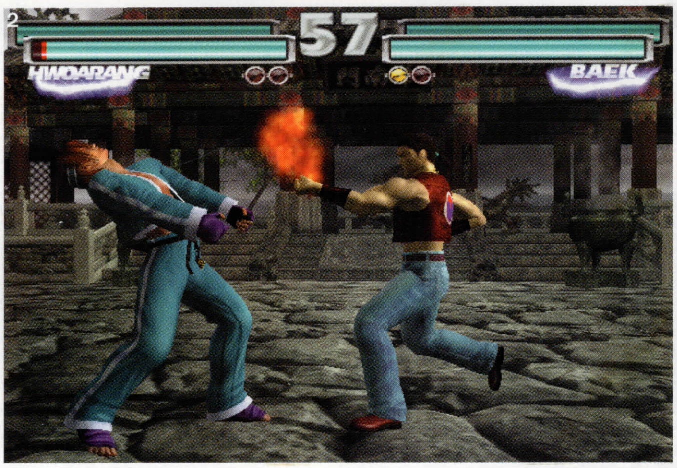
Now here is *Tekken* as it deserves to be seen. More than ever before the personality and downright attitude of the characters scream at you. These guys get under your skin for good. And while they're doing their thing, they're surrounded by the most dazzling locations ever to appear in a game. More than that, these places are packed with onlookers, cheering the fighters on, or going about their daily duties oblivious to the battle close by. Have no doubt, such visuals make a world of difference.

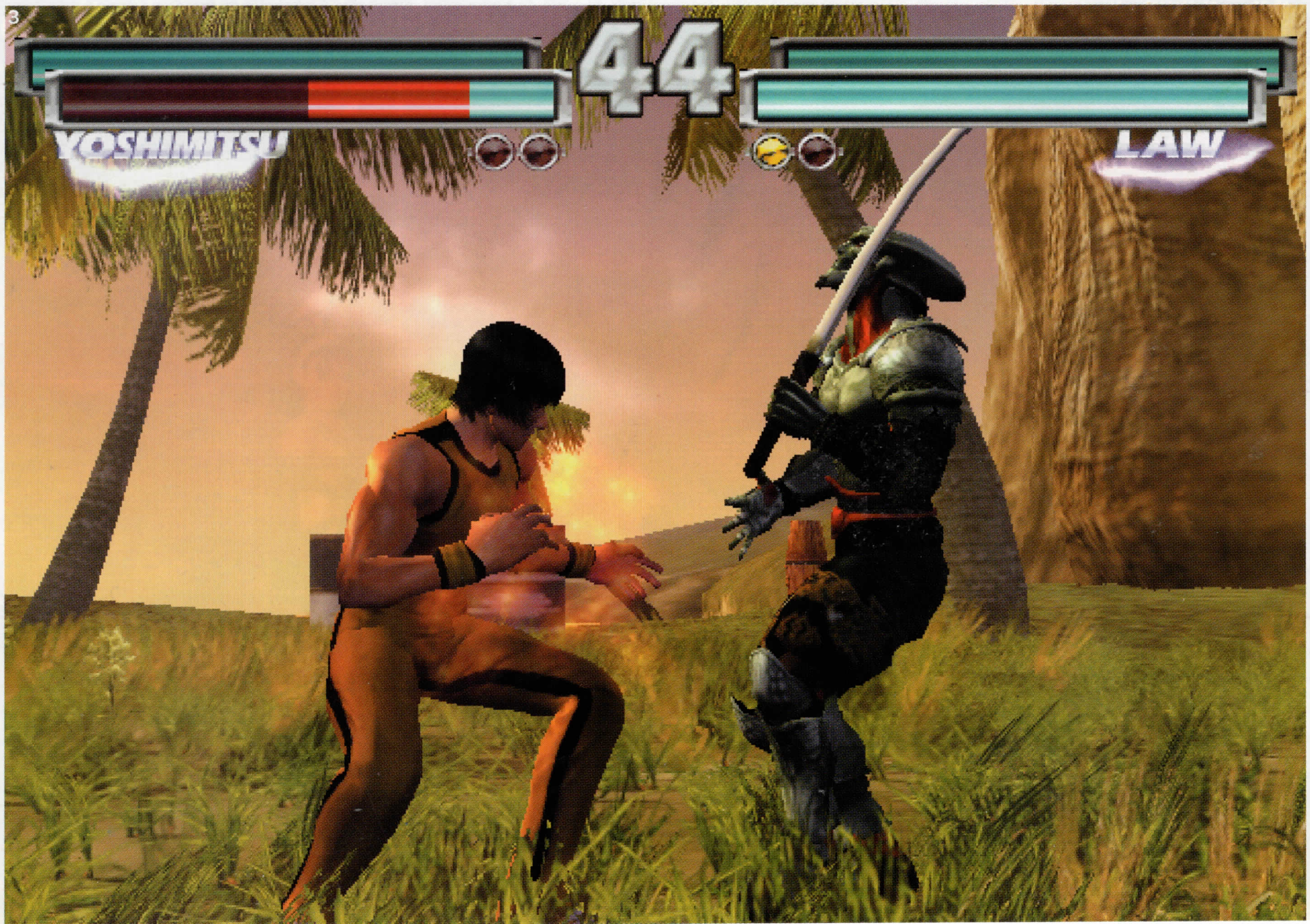
BACKGROUNDS TO DIE FOR

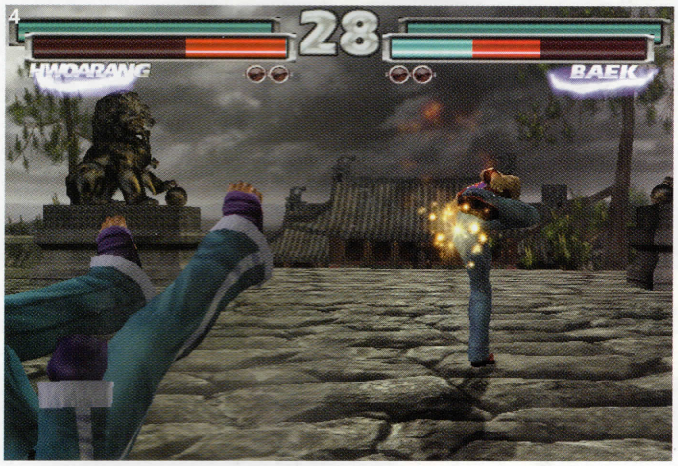
Looking closer at the details, it's really the backdrops that knock you for six. Ling Xiaoyu's fairground stage is

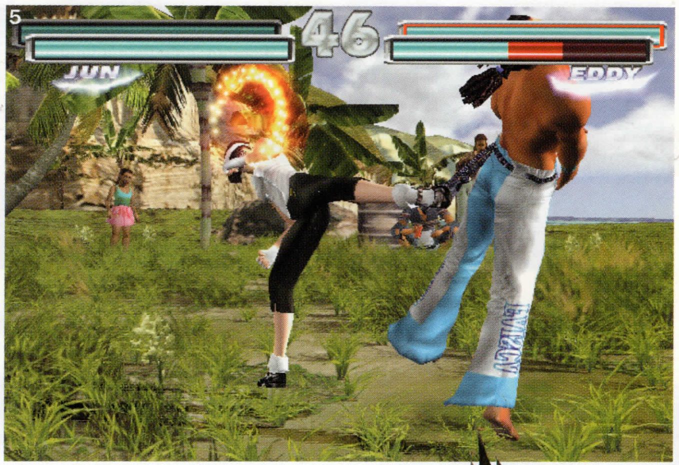
> "The personality and attitude of the characters seem to scream at you. These guys get under your skin"

1


2


3






"No fan will be able to resist this. It's the world of *Tekken* brought to life in a way you never thought possible"

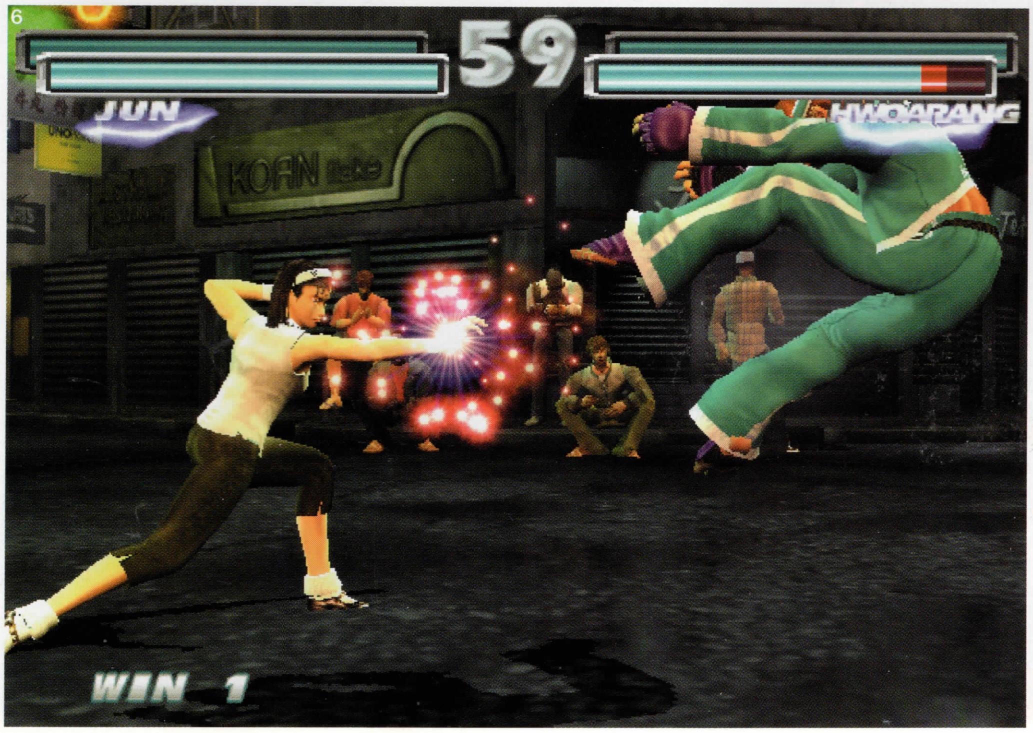
almost miraculous in appearance, for example. Then there's the crazy amount of detail on the merry-go-round, right down to the hobby horses moving up and down on gold-plated columns. On the floor of the funpark there are shiny ceramic tiles which reflect all the coloured lights, and the fighters as they move over them.

There's more – on the Mishima school playing fields you see students clapping their hands and squatting while cheering on their favourite fighter; Ling's panda paces up and down in the distance. Other kids are heading on to school for lessons. Every stage is rich in mesmerising detail, but if we have to choose one that stands out it has to be Forrest Law's Shaolin Temple. Picture this: as Law goes against his challenger, around 30 monks all in different coloured clothes are practising their forms.

AND... ACTION?

Backgrounds can take attention away from the characters centre stage – but rest assured that *Tekken*'s familiar faces have been given a makeover, too. As with the 3D arenas, the game's characters have been moved up a few stages in terms of detail – they're not simply higher resolution versions of the arcade originals. Take Eddy Gordo for one. His neck chain is now much longer, and swings about quite naturally with the movement of his body. With Yoshimitsu, for instance, you can see every section of armour perfectly, the gold leaf decoration as crisp as can be.

No *Tekken* fan will be able to resist this game. It's the world of *Tekken* brought to life in way you never thought would be possible. Though the Tag game lost some of *Tekken 3*'s credibility in the arcades, as a PS2 game this will be essential.



CAPTIONS

1 Things that make you go "Phwoar" number one: this screenshot

2 Expect to see all the *Tekken* characters you know and love...

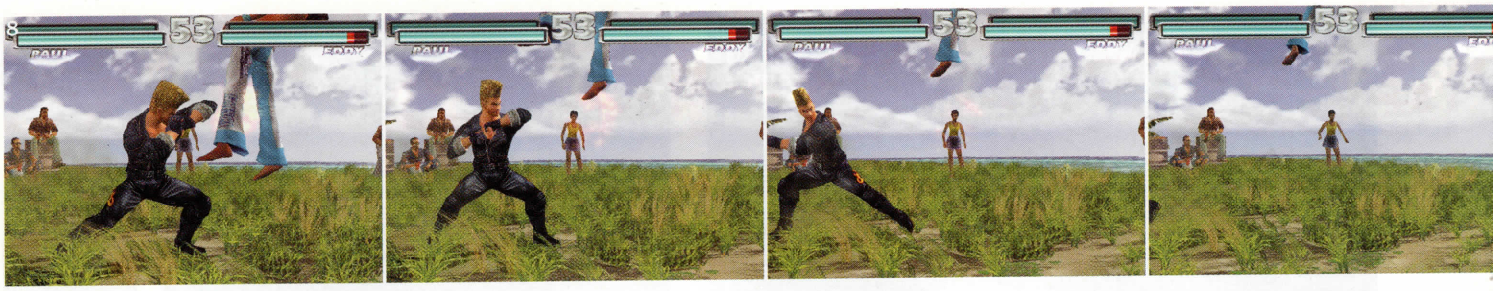
3 ...doing the stuff you know and love them doing

4 Things that make you go "Phwoar" number two: this screenshot

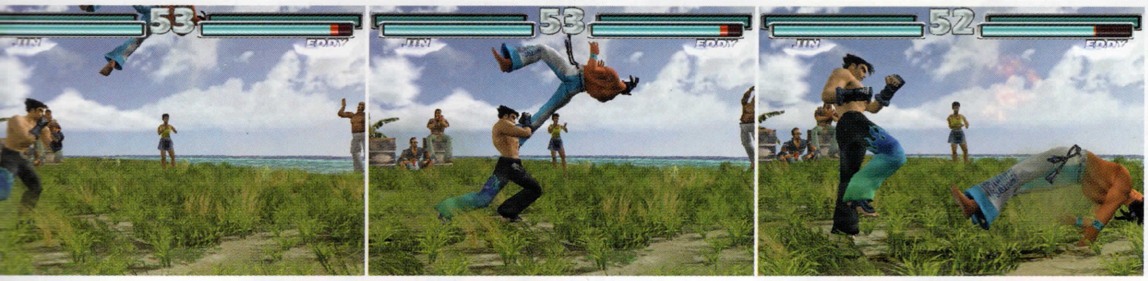
5 "It's really the backdrops that will knock you for six"

6 Now what is that logo on Eddy's jeans? Familiar?

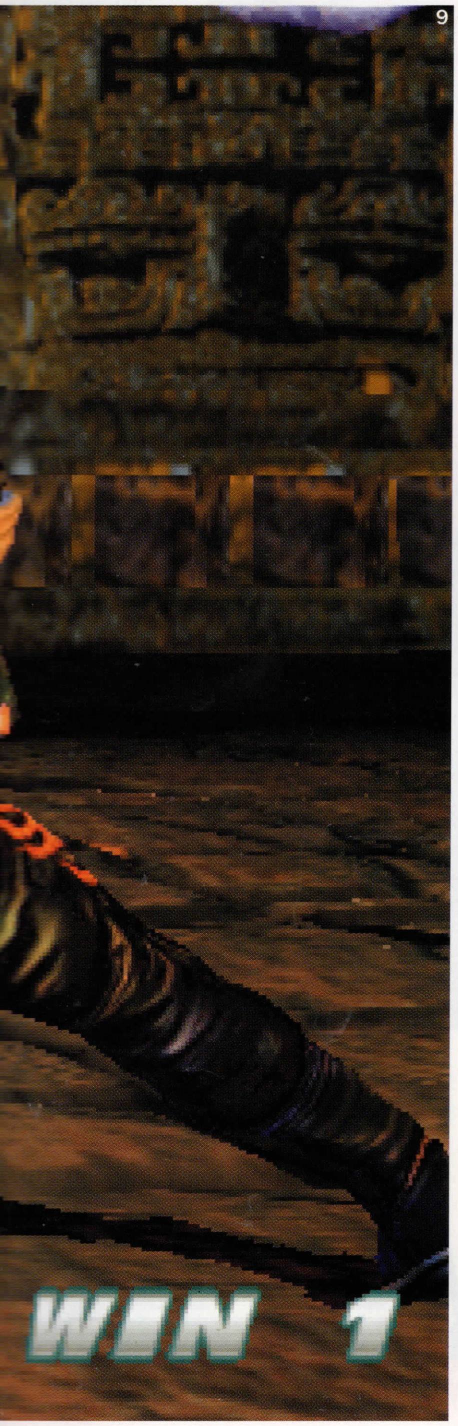
7 *Tekken's* familiar faces are lickety spit in the latest version

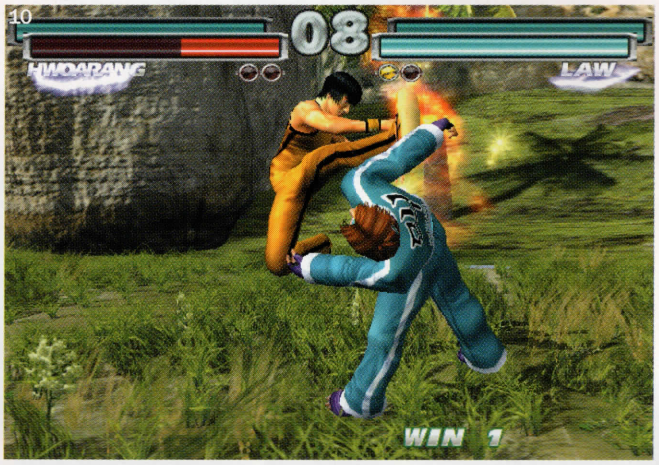

8
PAUL
53
EDDY

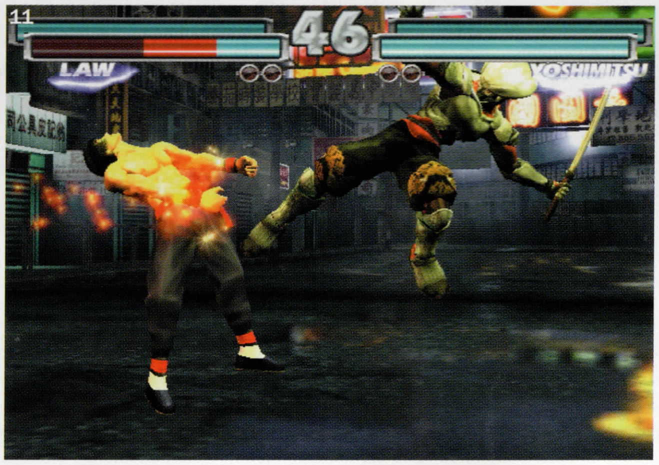
"The game's characters are surrounded by some of the most dazzling locations ever

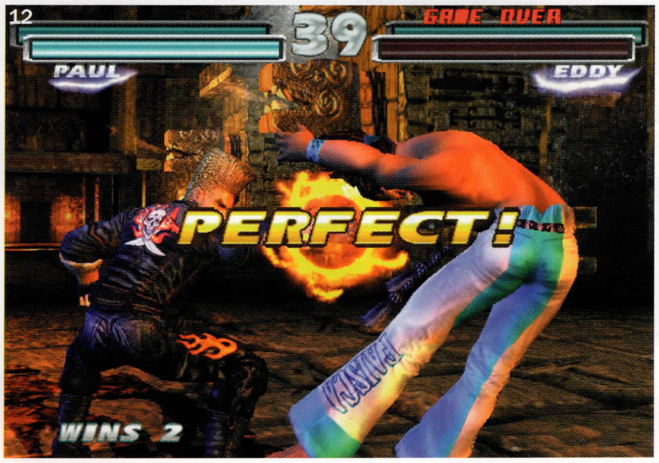


ppear in a game. This is *Tekken* as it really deserves to be seen.”

9


10


11


12


SPEAKOUT

We caught up with three guys from the *Tekken Tag* development team.

Have you enjoyed working on PlayStation2?

(All laughing) “We certainly enjoy our working conditions. We work very hard.”

Are you pleased with **Tekken Tag Tournament?**

“Well, you can see it’s at least working now – just as we said it would. Yes, we’re very pleased.”

Are you working on **Tekken 4?**

“No [flatly]. We’re still working on *TTT* for PS2. Maybe we’ll work on *Tekken 4* later.”

VERBAL

Most games attracted guys who would play on their own, then wander off without saying anything. The guys battling on *Tekken Tag*, though, were seriously up for jerking around – offering challenges to each other, patting newcomers on the back and saying “Good Luck” before seriously kicking ass. *Tekken* should be awarded a medal by the UN.

CAPTIONS

8 This should give you an idea of the Tag team in action

9 ...and just look at this location. Almost perfect, we’d say

10 Everyone’s favourite character, Law, will be up to all his usual tricks

11 The level of detail in character moves is likely to be awesome

12 Even if you end up buying just one PS2 game this’ll be it

BE ON EDGE

High-octane action with a BPM that YOU control

game info

GAME NAME: BE ON EDGE
TYPE: RHYTHM/ACTION
BY: SONY COMPUTER ENTERTAINMENT
FORMAT: CD
HOMEPAGE: www.scei.co.jp
PLAYERS: ONE

> "What you see is an action movie on your PS2, directed like a pop promo. But you'll need a feel for music to play"

IF YOU'RE LOOKING FOR PROOF OF PS2's shake-up power, this is as good a place as any to start: *Be On Edge* looks like being truly unique, but with enough thrills to blow "novelty" claims out of the water. You'll need timing and a feel for music, combined with laser-targeted reflexes.

You're the lion guy – Leo, aka Special Agent 777 – the star of this funked-up detective story of car chases, bar brawls, and duels against dudes in helicopters with machine guns blazing. What you see is a heavily stylised action movie, directed like a pop music promo. The meter on the left on the screen tells you how good you are. The bar at the bottom represents beats to a bar, used to chop and change the camera. *Be On Edge* is no more confusing than that.

LOOKING TASTY

But before we go more specifically into how it plays, just check this game out – visually, we mean.

This is truly something else to see. The *Be On Edge* development team has used a new technique called "cell shading", which applies a cartoon-style look to a world otherwise created entirely of polygon shapes. *Be On Edge* looks like an ultra-vivid animation movie, hardly like a computer game at all. The cast has what seems to be a limitless range of comedic expressions. They're more alive than most Saturday morning TV goofballs.

And just because the game isn't serious, doesn't mean some serious work hasn't gone into applying high-grade special effects. Watch out for the lighting; the wispy, transparent smoke from explosions, or a scene where Leo is hauled up by a helicopter above a city at night. Most people won't need to stop and think about this, which is kind of magic.

BEATS MEANS SUCCESS

Naturally, success isn't simply badman slaughter. That would be far too "conventional" for *Be On Edge*. Basically, your job is to make Leo look stylish as he gets on with the job in hand. To make it all happen, you play around with four types of beat, squeezing them into bars of eight.

Four blue-coloured beats from the X button; three red from the circle; two pink from the square, and one rapid-fire beat from the triangle. So you could go with one blue, and two pinks for example. However, if you accidentally placed one blue, a pink then a red you'd be screwed. Read it again if you don't get it, bozo.

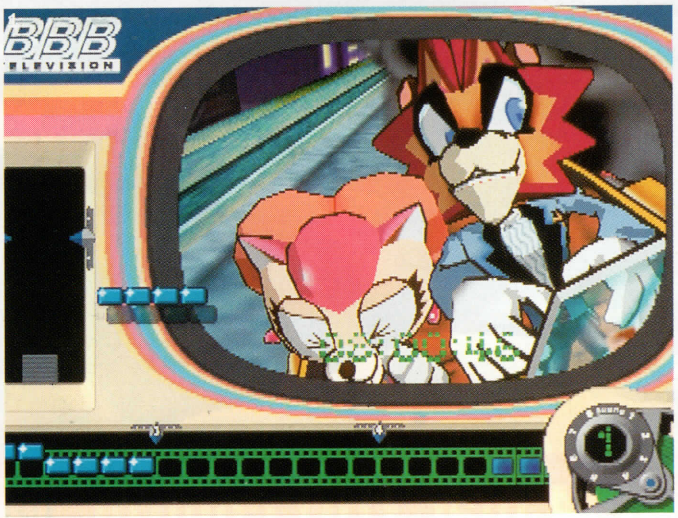
It sounds strange, but it works, and getting it right means piecing together some solid sounds, scoring highly enough to progress to the next scene. You can't be boring about this, or you're asked to try again.

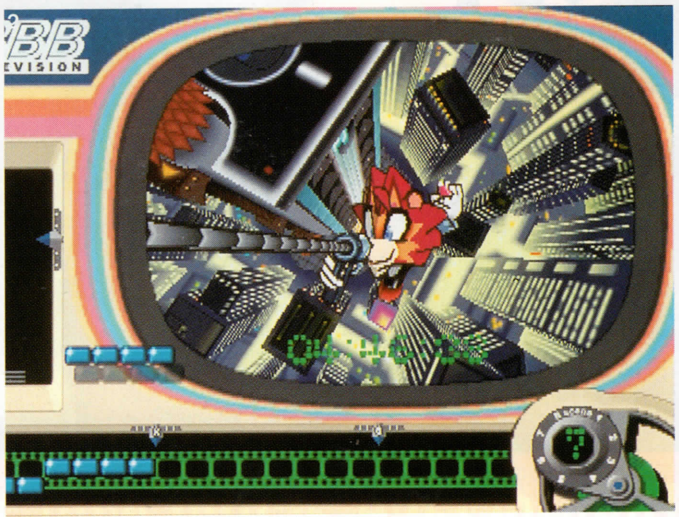
Be On Edge is a truly wacko experience of the kind you'd expect from an ambitious animation team making its first game – for PlayStation2. Its gameplay style means it won't be to everyone's taste, but it's bound to be a rare treat for funk-loving souls out there.

IF YOU'VE PLAYED...

PARAPPA
It's unfair to judge *Be On Edge* just yet. Not only is it the first example of a rhythm/action game on PS2, but it's the sort of game that gets more fun the more you play. It feels good to begin with, so here's hoping. If you've ever rapped with Parappa you'll know what we mean.

> "A funked-up detective story of car chases, bar brawls and duels against dudes in helicopters"

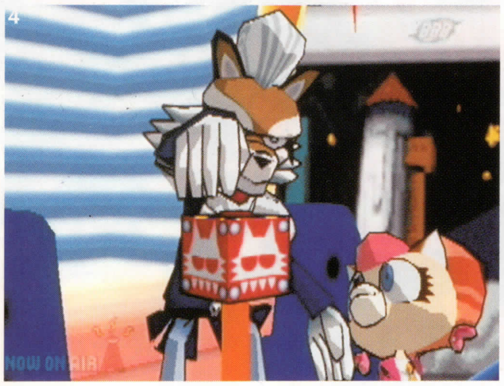


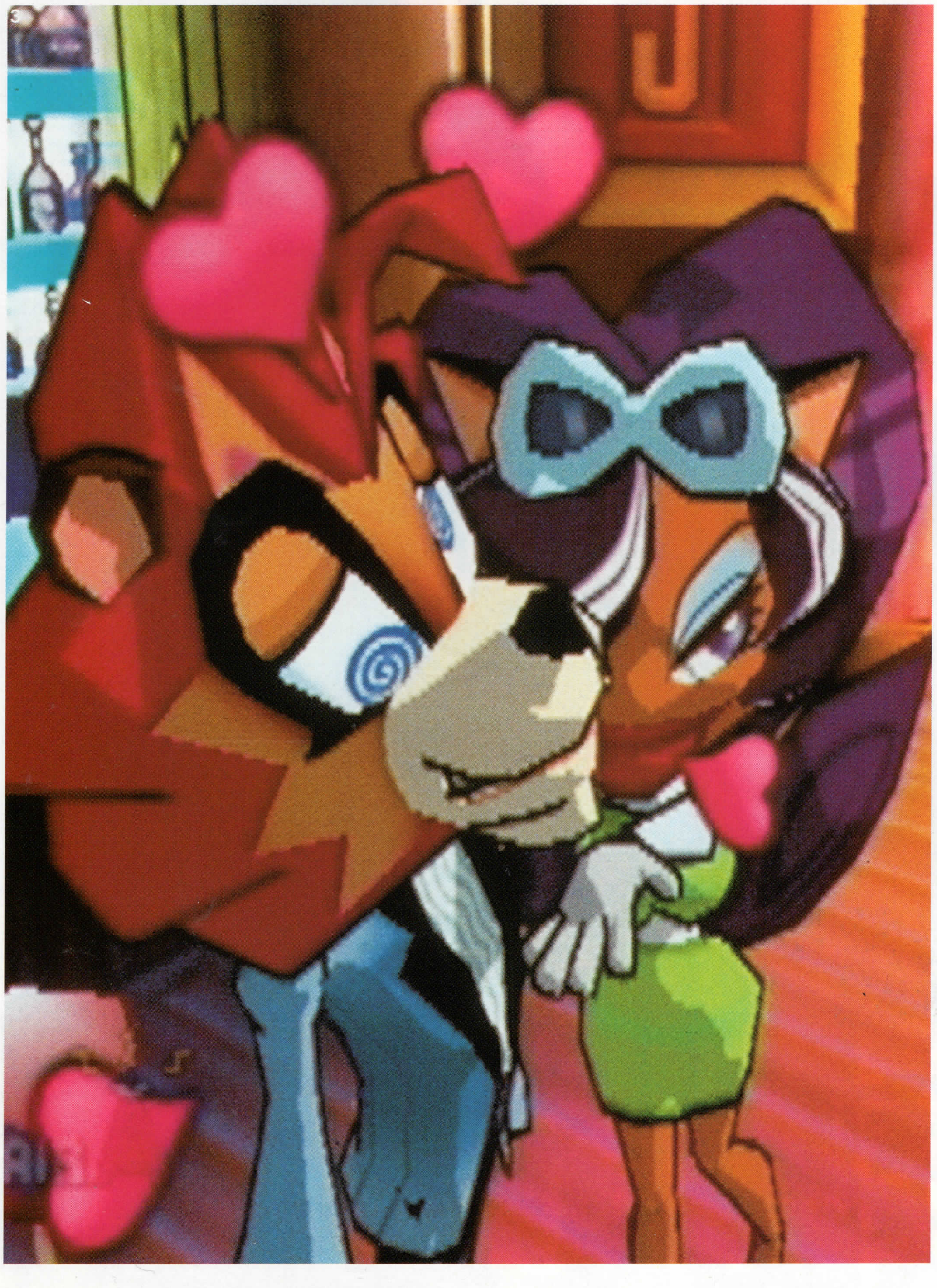


BRINGING THE HOUSE DOWN

If you wanted to hear *Be On Edge* above the noise of the show you had to wear shoulder speakers. Hooked around your neck, they fired the sound upwards and rumbled through your collarbone.

Thing is, people got so used to just walking away after playing they were forgetting to take the 'phones off. The girls on the stand, had a disaster on their hands every other guy who showed up. You could place bets on who was going to yank the wires next – potentially bringing the monitor and PS2 set-up crashing down.



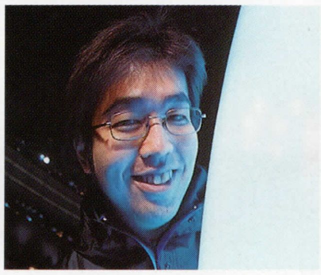


SPEAKOUT

NAOTO NAKAI,
DIRECTOR, *BE ON EDGE*

"We're continuing the same theme as *Parappa* and *Um Jammer Lammy*, but it's a completely different team – 12 people altogether. The "toon shading" technique is brand new. The animators are actually a TV animation studio, they have one on TV about a submarine crew. It's kind of popular, but not really huge over here."

SPEAKOUT



TAKAFUMI FUJISAWA,
PRODUCER, *BE ON EDGE*

"Our game has been mostly popular with younger kids and the girls. Couples will come over to see the game, and it's usually the girl who ends up playing.

"The project has been in development, in secret, for about two years. It takes about a year to do all the planning then we get started on the game. But since we began it has been "start, and crash. Start, and crash" you know? So it has been quite difficult working on the early development kit."

CAPTIONS

1 The city below is totally 3D – it's only a cartoon but it will make you gasp

2 Bang in some beats to make the style-o-meter (left) rise

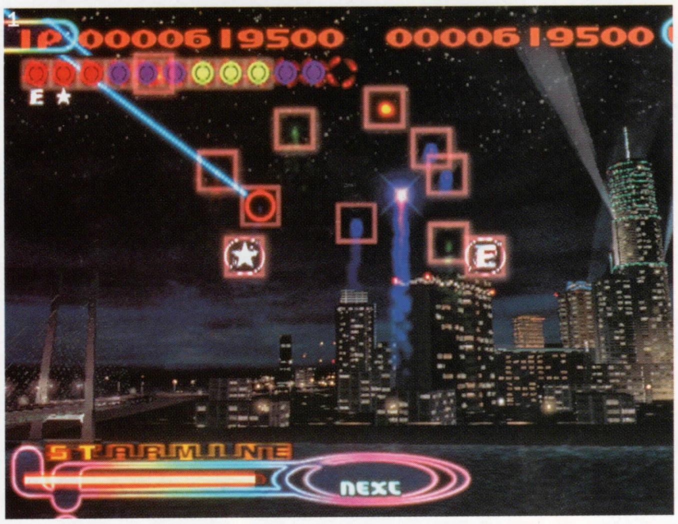
3 Think you can trust this ho? Think again. She's packing a switchblade

4 Get rhythm and get even – that's the general idea here

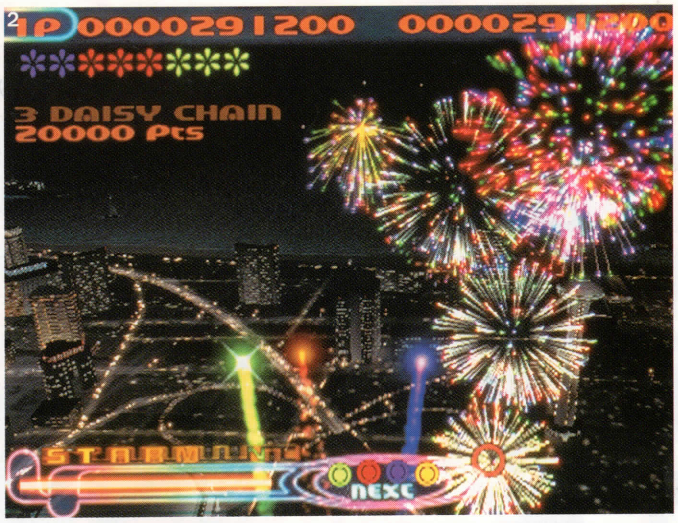
FANTAVISION

THE WORLD'S BEST FIREWORK DISPLAY. AND IT'S AT YOUR HOUSE

1



2



3

STAR MINE
28sec.

game info

TYPE: PUZZLE
BY: SONY COMPUTER ENTERTAINMENT
FORMAT: CD
HOMEPAGE: www.scei.co.jp
PLAYERS: ONE

JET-LAGGED AND BLUNDERING through the festival, the one thing you hope to find is a PlayStation2 game so original and instantly engaging you could weep with joy. Perhaps this is it.

In a nutshell – a very colourful, "gosh, this looks good" sort of nutshell – *Fantavision* is a huge, eye candy-esque fireworks display on your TV. A gaudy graphics-fest that not only urges you to accept that, yes, the PlayStation2 really does have that extra-special "something"; but also hints at what we can expect from other games in the not-too-distant future. When developers get to grips with what it can do and REALLY take the machine for a spin.

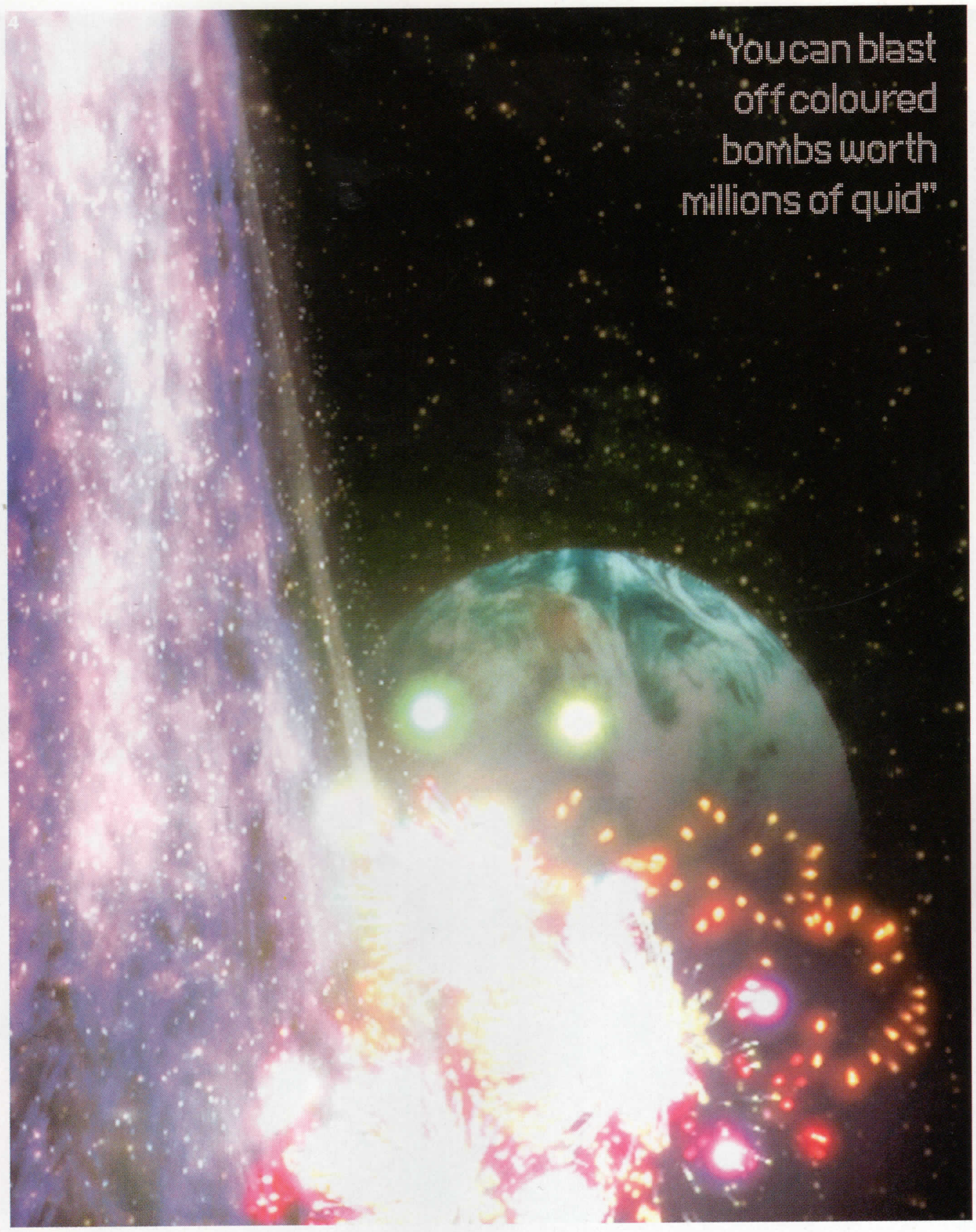
SEEING IS BELIEVING

"Welcome to *Fantavision,*" lilts the soft voice from the speakers of the TV after you've flicked through a few menus. "Enjoy this amazing journey." Naturally, we'll be the judge of whether or not the journey is amazing, thank you very much. But on first inspection it seems that it *is*. It certainly *looks* amazing: a beautifully lit cityscape, fireworks lifting gently from the base of the screen. It's safe to say we're seeing a real showcase for the PS2's big graphics cajones here.

Fantavision is pure enjoyment. Gameplay consists of piloting a red ring around the screen, pointing a green line from the disc in the direction of any of the fireworks in view. When the pyrotechnic is highlighted, you hit the X button and continue with the rest of the rising lights. Link up as many of them as you can and explode the chain by hitting the circle button, at which point you get a screen full of expanding light flashes. It's like watching a gigantic fireworks display during an extended tequila session.

BLOW A FEW QUID

You begin with small numbers of small fireworks, building up to gargantuan detonation sprees, the female voice calling to you, informing of your link combos, daisy chains, special features


4

"You can blast off coloured bombs worth millions of quid"

and generally giving you lots of encouragement. There's not a shred of negativity in the game. No killing, no robbing – just pretty lights. At points, background features like jumbo jets and cruise ships hove into view, muted lights on wings and roofs of boats twinkle as they float away from you.

Not content with giving you the most aesthetically pleasing game this side of 2000, Sony takes you on a world tour. Every Japanese locale of the game map is authentically realised as a background – the first level is titled Night of the South Island – and you'll soon be blasting off coloured bombs worth millions of quid in such exotic environments as Sydney harbour and outer space. All this to the most fantastically cheesy 70s disco music you've ever heard. It's all good.

BUT WILL IT LAST?

Serenity is replaced by hectic, retina-burning action as the level of difficulty boosts. This only serves to add to a genuinely joyous experience. If there's a sentimental bone in your body *Fantavision* will be an absolute must-have. Some folks may find the whole thing slightly over the top and the obvious question of longevity of interest will only be answered when the game has been sitting in PlayStation2s for a couple of months.

Whatever. Pray to the heavens above Sony has the good sense to bring this to Europe. This writer's game of the show by a country mile.

"*Fantavision* is a huge eye candy-esque fireworks display on your television. It certainly looks absolutely amazing"

VERBAL

FANTAVISION may prove to be a little overpowering in the west – more than one player expressed his confusion at the game's control system. Anton, our photographer, for example, got some time off from frantic snapping and spent it cruising the game stands. After checking out _Ridge Racer V_, _Fantavision_ presented itself. He queued for over 40 minutes to play, but later confessed that he bottled it at the final hurdle, literally one person away from getting into some top fireworks action. Why? "I couldn't understand what the fuck was going on," he admitted sheepishly. "It just looked pretty."

SPEAKOUT

KEICHI TANAKA, 34
PUNTER

"I really liked it, but maybe it's a little confusing. It's not obvious what to do straight away, how to highlight the fireworks. I only played it for a few minutes, but I can see this as a game you can play all night and not even think about it. Very different."

CAPTIONS

1 *Fantavision* is about showing you what the PlayStation2 can do

2 Gameplay is based on linking together chains of pyrotechnics...

3 ...allowing you to re-create millennium celebrations in your home

4 The comet is your gateway to graphics paradise

"*Dark Cloud* is a game you should dream of owning"

If swords and magic keep you up at nights, you'll like this

The idea is to first build villages...

And then go explore them

Dark Cloud

GAME INFO

TYPE: PANIC RPG

BY: SONY COMPUTER ENTERTAINMENT

FORMAT: CD

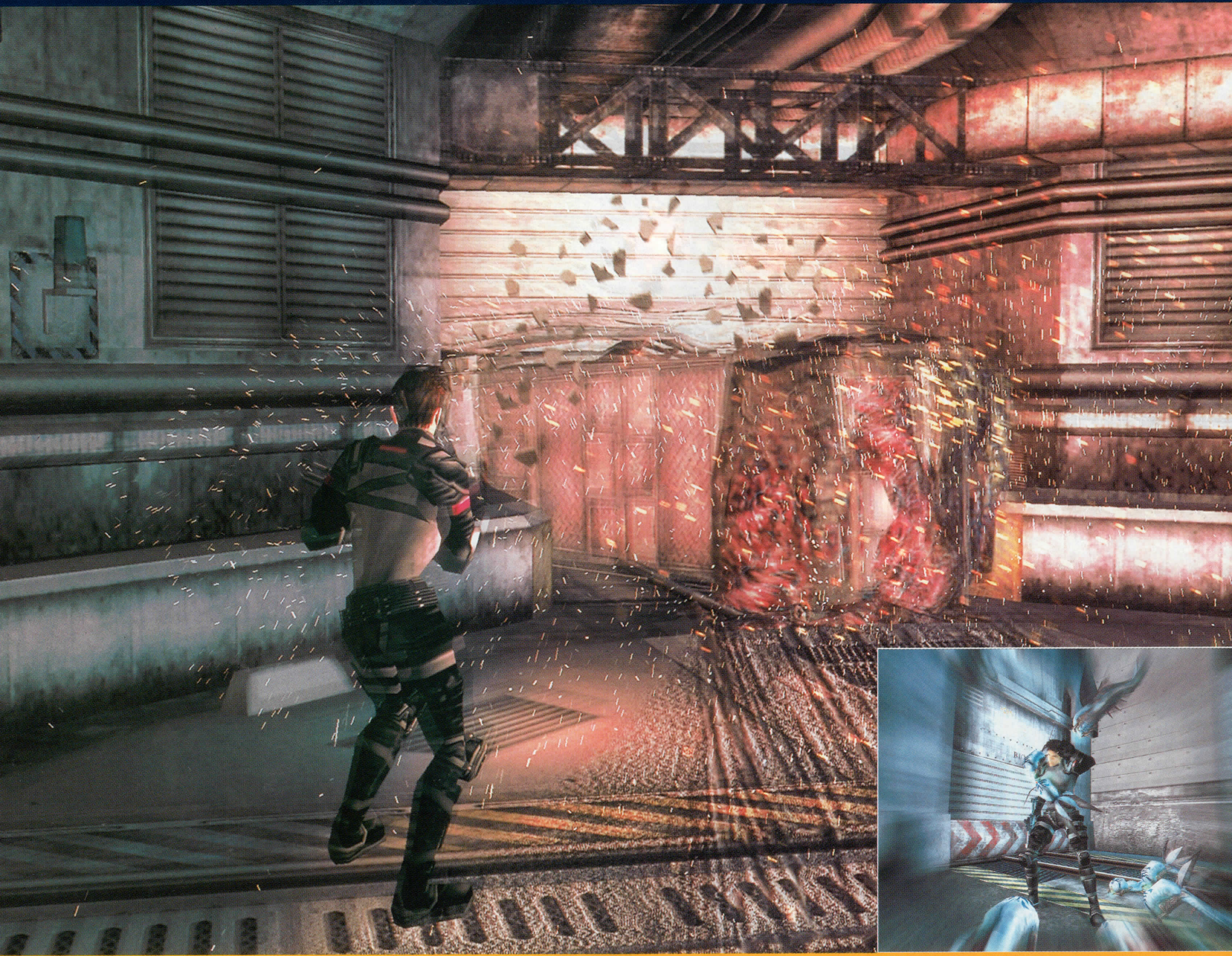
HOMEPAGE: www.scei.co.jp

PLAYERS: ONE

A CUTE ROLE-PLAYING ADVENTURE, CASTING YOU AS A TEENAGE BOY defending his world against marauding monsters. What's unique about this game is the necessity to construct villages and surrounding landscapes from a bird's eye view, then explore them at ground level. You can even dictate the time of day events take place. *Dark Cloud* seemed to be the most rounded of all PlayStation2 games at the festival.

Its sumptuous fairytale visuals were matched by clever gameplay mechanics. You mostly attack by swinging your sword freely at the enemy, and if surrounded you must react quickly to a sequence of button presses flashed on-screen to help your guy perform a series of evasive moves. *Dark Cloud* is a game you should dream of owning.

"This has sumptuous fairytale visuals matched by some clever gameplay" ⊗



EXTERMINATION

game info

TYPE: PANIC ACTION
BY: DEEP SPACE INC
FORMAT: TBC
HOMEPAGE: www.capcom.co.jp
PLAYERS: ONE

Another high-pedigree shocker, with *Resident Evil* at the top of its family tree. The *Res' Evil* series' original producer is heading up *Extermination*, which is dubbed as a "panic action" game. Its theme is quite similar to *RE*, depicting the misfortune of military troops consumed by gross alien parasites.

Extermination looks similar to *Metal Gear Solid*, or *Syphon Filter* – a lone character infiltrating a military installation, and – naturally – offing every guard who gets in his way. The panic element was best illustrated by a mountain-climbing scene, in which a handhold on an icy rock face suddenly collapses, almost taking your character with it. The excitement with this game will all come from nervous energy – the fear of being discovered or simply taken by surprise.

DRUM MANIA

TYPE: MUSIC SIMULATION
BY: KONAMI

Hook a set of drum pads up to the PS2 and bang away. You could hook up a toy guitar to play along, which sounded awful in the wrong hands.

KAKINOKI SHOUGI IV

TYPE: TABLE
BY: ASCII CORPORATION

The only way to evaluate the worth of a boardgame simulation as complex as *Shougi* is to invest hours into it, which we didn't have.

EVERGRACE

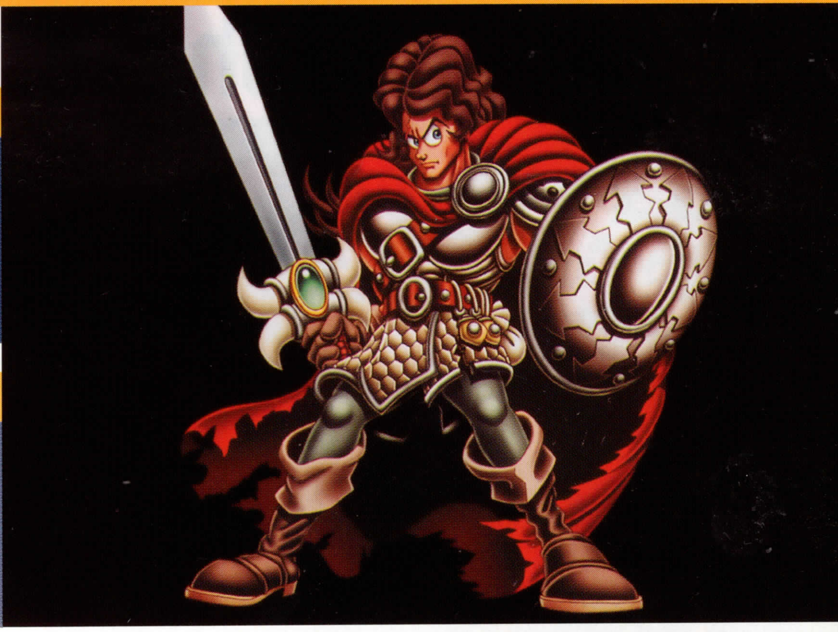
TYPE: RPG
BY: FROM SOFTWARE, INC

An action-adventure featuring a highly customisable character, and minutely detailed enemies. Kind of slow but overall very beautiful.

GOLF PARADISE

TYPE: SPORTS
BY: T&E SOFT

Likely to be a great golfing game since its developer, T&E Soft, has been producing successful titles for over ten years across various formats.



Maximo

GAME INFO

TYPE: SIMULATION
BY: FROM SOFTWARE INC
FORMAT: TBC
HOMEPAGE: www.from.co.jp
PLAYERS: UP TO TWO

One of the oldest names in videogames, *Ghosts And Goblins*, is being exhumed and reanimated on PlayStation2 – just like Hollywood passes off forgotten classics as original ideas. And just as remakes of, say, *The Haunting* are only interesting because of the original, so the same is true here. *Maximo* is the name of the hero, who you'll lead through an obstacle course of literally hellish proportions.

The *Ghosts And Goblins* series is best known for its great cartoon-style character design. One of the big selling points for *Maximo* in Japan will be the contribution of mega-popular artist Susumu Matsushita, who has penned many of Japan's favourite character icons.

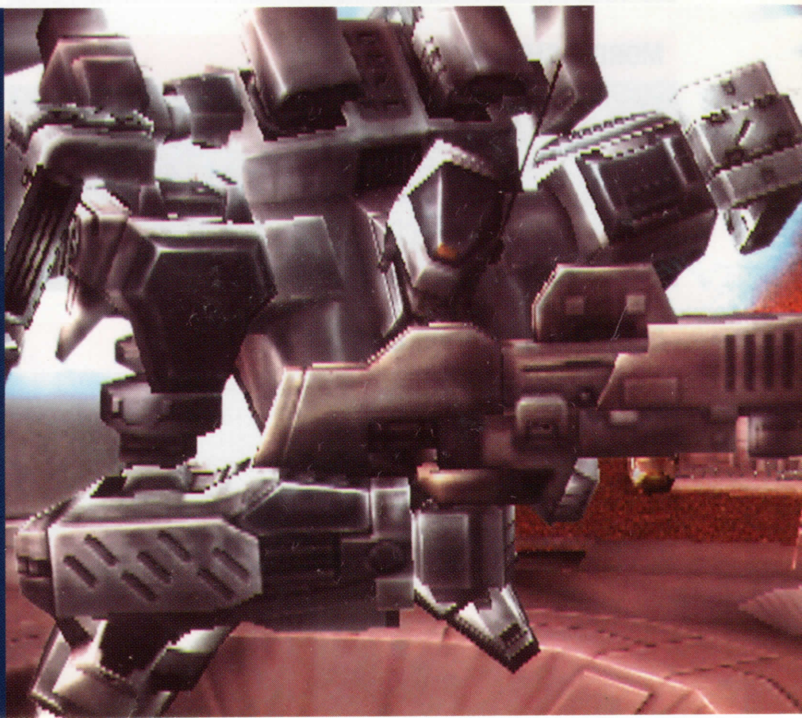
Armored Core 2

GAME INFO

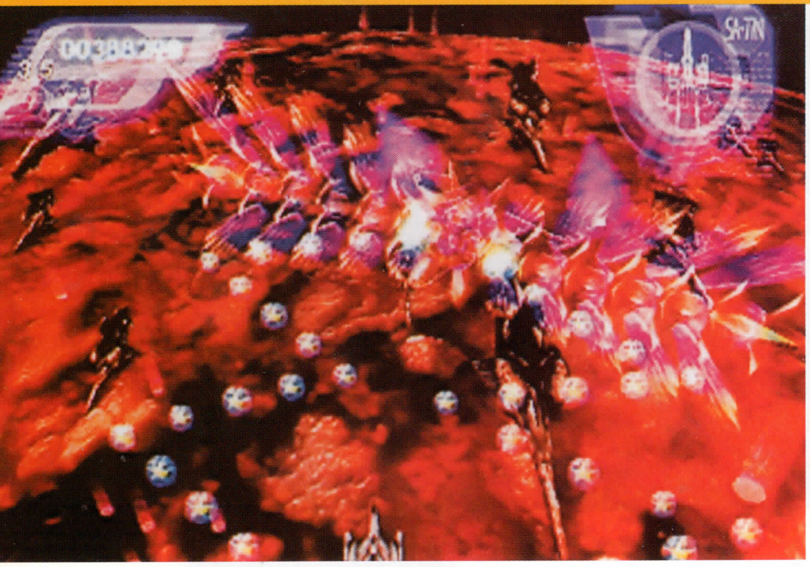
TYPE: ACTION
BY: CAPCOM
FORMAT: CD
HOMEPAGE: www.capcom.co.jp
PLAYERS: TBC

Giant armoured suits that allow people to stomp around like tanks on legs, carrying an unfeasible amount of firepower. This type of thing has so far failed to break through in the western hemisphere, but this isn't to say they're not fun.

Note that there is an emphasis on simulation – you will make-believe you are piloting one of these intimidating hulks for real. What's on offer here is pretty straightforward: take command of one of these monsters and go head-to-head against others. You can equip the unit with all types of rockets, missiles, and cannons. This will be a much deserved million-seller in Japan, and has potential to buck the trend of disinterest from we heathen Europeans.



Silpheed



GAME INFO

TYPE: 3D SHOOTING
BY: GAME ARTS
FORMAT: TBA
PLAYERS: TBA

Silpheed's a vertically-scrolling shoot 'em up where the gameplay's strictly old-school two-dimensional weaving and shooting, but the visuals are lush 3D.

You pilot a supercharged "Silpheed" fighter through space stations and battle armadas of smaller craft. It's by Game Arts, who've got a reputation for creating 3D backgrounds to 2D games that will literally leap out at you as you fly past, so hopes are high for this. The earlier version of *Silpheed*, on the Sega CD, became justly famous for its mixture of solid 3D graphics and easy-to-use 2D gameplay, and this is looking like it's using PS2's processing power to full effect in creating lush 3D visuals.

ETERNAL RING

TYPE: **3D FIGHTING ACTION**
BY: **TECMO LTD**

This is a first-person shooter with a fantasy theme, with magnificent enemies of the werewolf and haunted armour variety – plus a huge dragon.

AMERICAN ARCADE

TYPE: **PINBALL**
BY: **ASTROLL CO LTD**

Play pinball on a table you can view from a variety of fixed angles. Sadly this wasn't very inspiring, though the table looked real enough.

MORITA SHOUGI

TYPE: **TABLE**
BY: **YUKI ENTERPRISES**

One kid thought this boardgame thing was the best game of the show. Either he was joking, or it's hot in the Artificial Intelligence stakes. Looked dull, of course.

DOUKYOU BILLIARDS MASTER 2

TYPE: **3D FIGHTING ACTION**
BY: **TECMO LTD**

If you really can't wait to play billiards on your PS2, this is the one to look out for. There is a selection of table styles for trick shots, which could be fun.

EX BILLIARDS

TYPE: **TABLE**
BY: **TAKARA CO LTD**

Sorry, but this didn't look like it needed to be on PS2 – the least you expect from a game that can't fail to be somehow realistic. We were kind of offended.

MAHJONG TAIKAI III MILLENNIUM LEAGUE

TYPE: **MAHJONG**
BY: **KOEI**

Chance your tiles to the tune of Vivaldi's *The Four Seasons*. Well, you could say that this was a high-class presentation of Asia's popular gambling game.

A-TRAIN 6

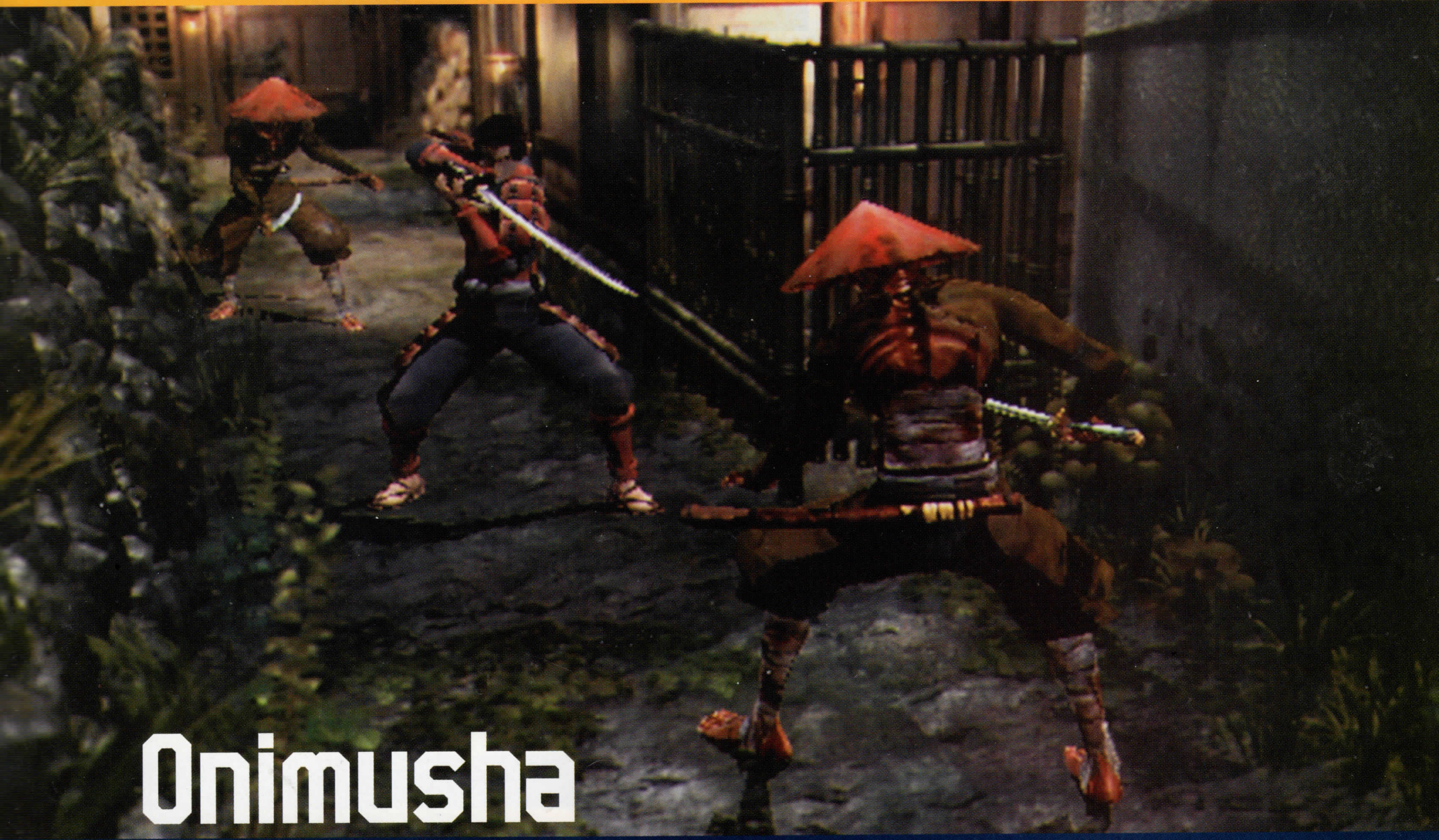
TYPE: **SIMULATION**
BY: **ARTDINK CORPORATION**

Build and manage a rail system, local or inter-city. Lay the tracks, build a station, select a train, then work out the kind of service you run.

GUN GRIFFON BLAZE

TYPE: **3D ACTION**
BY: **GAME ARTS**

Gun Griffon puts you command of an armoured suit for laying waste to enemy's high-spec military hardware. You patrol in squads, which will involve strategy.



Onimusha

GAME INFO

TYPE: SWORD-WIELDING
BY: CAPCOM
FORMAT: TBC
HOMEPAGE: www.capcom.co.jp
PLAYERS: ONE

Picture *Resident Evil*, but exchange shotguns and zombies for Katana blades and Samurai warriors. *Onimusha* ("Legendary Samurai") is as dark and forbidding as the infamous *Res Evil* series. The horror, though, comes from the sheer brutality of its fatal sword fights – blood spraying from enemies who already look like they had a run in with Doc Frankenstein. Your Samurai can parry attacks then retaliate by slicing from behind, or from the side. Scenes are fully 3D, and show off PS2's subtle lighting effects. You get the atmosphere of a million-dollar movie set instead of the flaky-looking flat backdrops in previous PS *Res Evil* games.

LOVE STORY

TYPE: **CINEMA ACTIVE ADVENTURE**
BY: **ENIX**

Just like Patrick Swayze in the movie *Ghost*, you are a spirit trying to reach the heart of your ex-lover using cupid's arrow, and some smart decision-making.

L'ARC EN-CIEL

TYPE: **MUSIC**
BY: **SONY MUSIC ENTERTAINMENT**

Music title featuring one of Japan's biggest rock-groups. It's not really a game, more of a showcase for the PS2's DVD features.

MAHJONG YAROUZE 2

TYPE: **MAHJONG**
BY: **KONAMI**

Friendly looking Mahjong, which most likely features humourous quips from computer-controlled opponents. Given the choice, we'd go for this one.

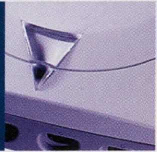
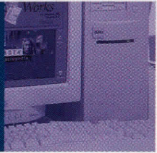
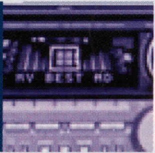
STEPPING SELECTION

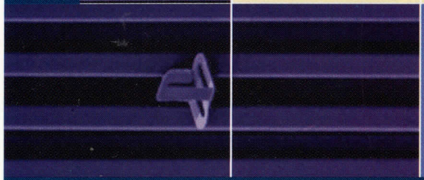
TYPE: **REAL-TIME SIMULATION**
BY: **JALECO LTD**

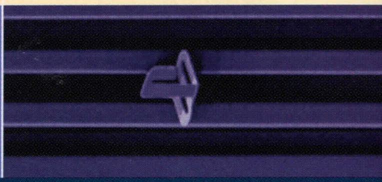
Dance to your favourite tracks by Britney Spears and Steps, among others. This is cheekily similar to Konami's *Dance Dance Revolution*.

HAVE YOU GOT

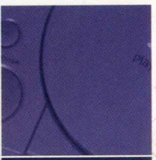
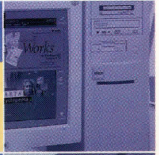
KILL BULLSHITTERS STONE DEAD WITH THIS HYPE-FREE PERFORMANCE TABLE

	PROCESSING POWER	MAIN MEMORY	RESOLUTION	3D GFX PERFORMANCE	PRICE
SONY PS1	**32-BIT, 33.87MZ**	**2MB**	**640X480**	**360K POLY/SEC**	**£79.99**
	Makes the best of its unspectacular guts	PCs need more memory than this just to switch on	Highest res games suck system power. Most games aren't that sharp	Five years ago this seemed amazing	A bargain. Millions of customers around the globe can't be wrong
SONY PS2	**128-BIT, 300MHZ**	**32MB**	**1280X1024**	**20M POLY/SEC**	**£250-300**
	All techy resources channelled into games	PS2 memory thinks faster than PC memory	Pant-wettingly crisp and sharp	Stunning graphics power. You need to see to believe	Rumoured price only. But your money goes a long way
SEGA DREAMCAST 	**128/64BIT HYBRID 200MHZ**	**16MB**	**680X480**	**3M POLY/SEC**	**£199**
	Looked fantastic once. Before the PlayStation2 came along	8Mb video memory, and 2Mb sound memory	This looks great on the right TV	Crisp, smooth and good-looking.	Matches top spec PC graphics at a fraction of the price
PC 	**32BIT/500MHZ**	**64MB**	**(GIVEN LIMITATIONS OF MONITOR AND SYSTEM MEMORY)**	**6M POLY/SEC**	**AVERAGE £699**
	Good on paper, but PCs aren't built just for games performance	PCs need a big brain. They have to think to let the mouse pointer move	Can look great if you've got the right memory, graphics cards and drivers	Manufacturer figure. The reality is sub-Dreamcast performance levels	Model featured: Patriot C500 from PC World as of Feb 2000
NINTENDO 64	**64BIT/93.75MHZ**	**4MB**	**768X576**	**300K POLY/SEC**	**£64.99**
	Proved not to have double the power of the PlayStation	Upgradable to 8mb. Big deal	Most N64 games run in lower resolution and look blurred and in bad focus	Nintendo 64 games look crap, but play great	Beware: N64 games cost up to £60 each
NINTENDO DOLPHIN	**TBA**	**RUMOURED 64MB**	**UNKNOWN**	**20M POLY/SEC**	**C£200**
	Sounds fantastic. But then, so did N64	Nintendo has yet to make an official announcement	Dolphin is bound to look at least as good as PS2	Rumoured to match PS2 performance	Speculation. Nintendo says the system will be "under £200" in the US
CD PLAYER 	**N/A**	**N/A**	**N/A**	**N/A**	**£50-5,000**
DVD PLAYER	**128-BIT, 400MHZ**	**N/A**	**LIMITED ONLY BY YOUR TV**	**N/A**	**£200-2000**



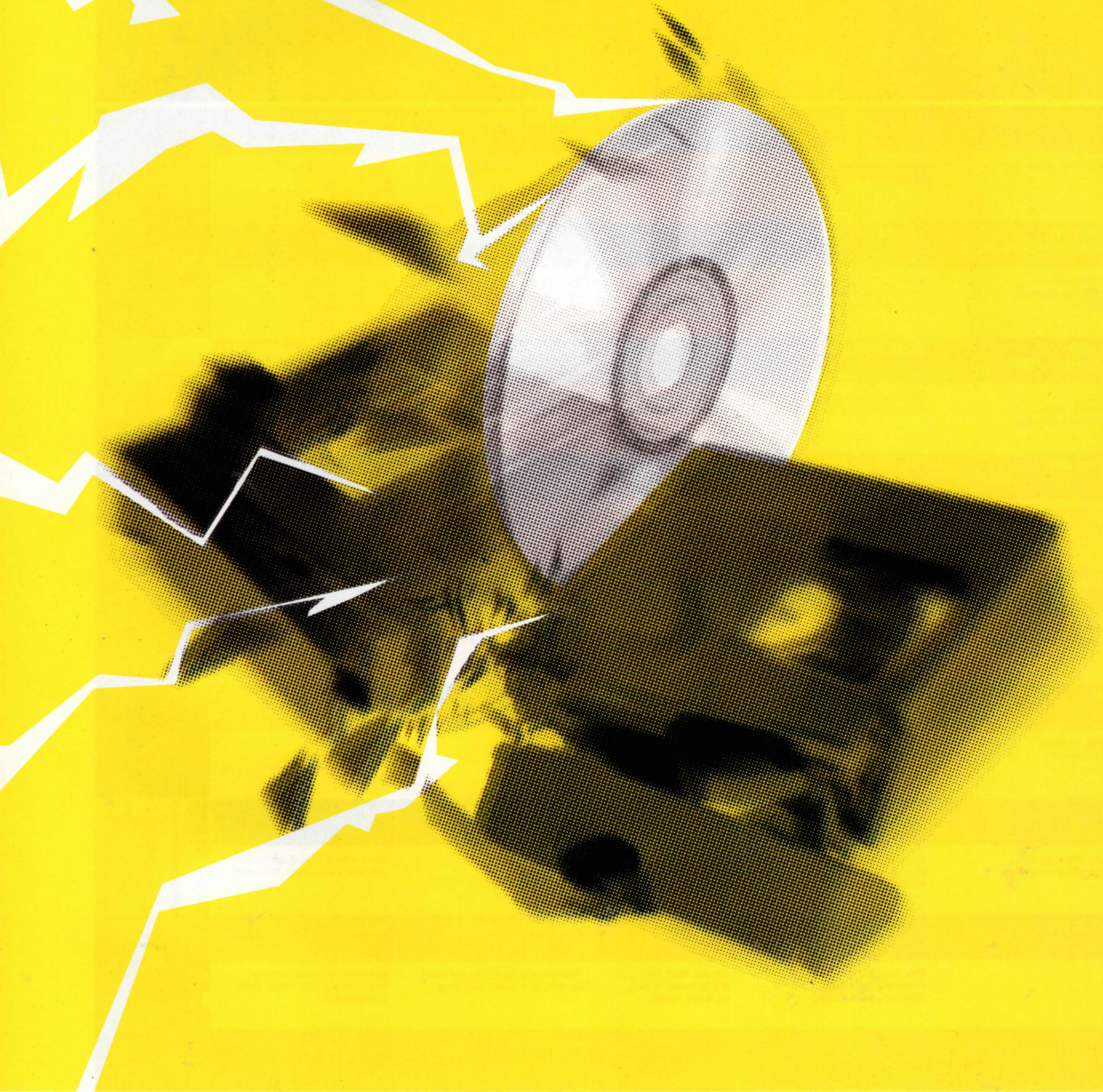


THE POWER?

MEDIA	INTERNET READY?	DVD MOVIE PLAYBACK?	AUDIO QUALITY	STANDARD JOYPORTS	
CD Cheap, and pirate-friendly	**NO** Doesn't have the power to surf the net	**NO** Sorry chaps. You'll have to upgrade	**CD-QUALITY STEREO** PlayStation has got the funk	**2** "Multitaps" split each gameport into four, meaning up to eight players	
CD AND DVD AND DOLBY THEATRE SOUND Will still play old PlayStation games. Nice touch	**NOT YET, BUT PENDING** Sony is waiting for faster net technology. Why? Faster online gaming	**YES** Fully functional DVD movie player for your TV. Sexy	**CD SOUND, DOLBY DIGITAL** Tunes and movies will sound phenomenal	**2** New "multitaps" mean you can have up to eight players	
GD ROM CD-QUALITY STEREO Holds one Gb of data. A CD holds 660 Mb	**33.6K MODEM INCLUDED** Slow modem means slow online gaming	**NO** A slow Net connection or DVD. You choose	**CD-QUALITY SOUND** Used it with your existing hi-fi gear, Dreamcast sounds great	**4** Internet offers even wider multiplayer opportunities	
CD AND DVD PCs always have the latest storage technology	**56K MODEM INCLUDED** Quickest modem out there. Online games can still be really slow	**YES** Watching movies on a monitor is a bit lame	**CD-QUALITY STEREO** You can play your music CDs while you work	**1** Some online PC games support thousands of players at the same time	
CARTRIDGES Zero loading times, but just 64Mb of memory	**NO** You can buy an internet add-on in Japan. It won't come to the UK	**NO** You're only kidding yourself. Sad boy	Small carts equals less room for tunes. Damn	**4** Four players maximum	
DVD 4.7Gb of game data. Ooooh!	**UNKNOWN** A modem is in development	**NO** Strangely not. Nintendo is selling Dolphin as "games only"	**UNKNOWN** Nintendo is claiming console-best sound quality	**UNKNOWN** Common sense suggests at least four	
CD Music only? It's a wonder they caught on	**NO** You can buy CDs on the net. A CD player won't surf the net	**NO** You could try, but you'd feel very silly	**BEST CD QUALITY** The best reproducer of CD sound through dedication	**N/A** Obviously, only one person can use a CD player at a time	
CD AND DVD	**NO** Why have the net when you can have a cinema in your house?	**YES** Oh yes. Built for the purpose in fact, so finest quality	**CD QUALITY AND MORE** Fearsome output, but you need an amp to make it truly sing	**N/A** Although they play movies, you can't actually "play" them. Comprendez?	

SEE HEAR!

RETINA-WRENCHING VISUALS AND PUKKA SOUND FROM PS2'S DVD MAKE RE-SHAPING YOUR ROOM A PRIORITY, SAYS DEAN SCOTT



"IF YOU'VE EVER WANTED TO BLOW YOUR NEIGHBOUR'S PLASTER OFF THE CEILING, THEN PS2'S SOUND CAPABILITIES ARE THE TOOLS"

The PlayStation2 isn't just about the games experience. The machine will have DVD, and that means a quick-sharp review of the way we watch films, hear music and use computers.

Although the discs are the same size and shape as a CD, they hold over seven times as much data at 4.7 gigabytes. Inventors Matsushita, which makes the Panasonic and Technics brands, pioneered the format for movie storage. But it soon realised the potential for other data types, including music, games and computer software. So Digital Video Disc was re-christened Digital Versatile Disc.

SURFING THE FUTURE

Hollywood and the porn business have been quick to embrace the format. Movies are reproduced in astounding quality, and can genuinely rival the cinema experience in a well-equipped front room. High-end players like the Denon DVD-5000 can cost up to £1,600, but entry-level units like the Pioneer DV525 go for as little as £299. A DVD movie costs around £16-£20 in the UK, but territory coding, which attempts to restrict the regions where some discs can be playable, means cheaper US discs won't run on a UK machine unless it's modified or you have a multi-region player.

DVD movies often include extras like documentaries, interviews and movie trailers. But there are hardly any mainstream releases which let you select the camera angle you wish to view action from. That's the area hardcore porn films are renowned for. The format also lets you instantly jump to certain scenes, just like skipping CD tracks – perfect for reviewing your favourite moments in films like *Showgirls*. And it won't leave incriminating wear on the tape like repeated VHS viewing does.

AUDIO CHIC

If you've ever wanted to blow your neighbour's plaster off the ceiling, then PS2's sound capabilities are the tools.

Like many good DVD players, it will play back discs created using Digital Theatre System. There are very few DTS-embedded discs available but some games may be developed with DTS and a rising number of movies too. DTS is an upgraded version of Dolby Digital 5.1.

Dolby Digital 5.1 can also be played back if you have the necessary amp and speaker. This splits an audio signal into five separate channels plus a sub-woofer to pump out headbanging bass frequencies. Dolby Pro Logic, meanwhile, divides the traditional two-channel sound signal into five speakers.

DEATH OF VIDEO?

DVD is a non-recordable format and has cynics ranting that it won't replace VHS. DVD recorders are in development, but the likelihood is that a DVD player like PS2 will supplement your existing VCR. Few people waited for recordable CDs before ditching their vinyl, and the transition to DVD will follow similar lines. Indeed, DVD has a part to play in the music industry – bigger capacity makes for better sound quality, marking DVD audio out as the logical successor to music CDs. Don't start trading in your CDs yet, though: DVD audio players will still play your existing CDs.

DVD drives for computers are available for around £50, and PC software is already taking to the new format. Multi-CD game titles like *Baldur's Gate* are available on a single DVD-ROM, and encyclopedias, maps and business software are also available. You can also watch DVD-Movies on your PC screen.

PLAYING THE GAME

Games consoles, too, are looking to DVD as the preferred software storage medium. Nintendo's forthcoming Dolphin console uses DVDs, but may not play movies. PlayStation2 is viewed as a total entertainment solution – it'll play movies *and* games. Rabid demand for the system will mean a DVD movie player in gamers' homes almost by stealth, and people unsure whether £300 for a decent movie player is a good investment will be swayed when the package also includes the most powerful entertainment machine ever built.

TOMORROW'S FORMAT

PlayStation2 will rocket the DVD format into the mainstream. Seventy-two million sales of the original PlayStation show that the appeal of games has now reached mass-market levels, and few of those owners won't have PlayStation2 at the top of their wish-list. Access to the world's best and most realistic-looking games, and cinema quality movie playback for £300? It'd be rude not to. ⊗

STILL NOT CONVINCED? DVD VS VHS WITH *LA CONFIDENTIAL*

	RRP	*Picture quality*	*Sound quality*	*Quality deterioration*	*Features*
DVD	£16	Near-broadcast quality	Twice as good as a CD	None	Movie, director and cast interviews, original movie trailer, three documentaries, interactive LA map, director's pitch, movie soundtrack
VHS	£13	Less than half the resolution of DVD	Comparable to a good audio tape	Picture quality degrades with each play	Movie only

HIDE UNO, 23, JAPAN

01. ON PLANET HIDE...

Hide comes over all weepy at the Nicolas Cage/Meg Ryan tear-jerker *City Of Angels*. "I would like to do a nice thing like to save the world from problems caused by misunderstanding. I'm an anthropologist..." With sentiments like that, Hide may well be on the pull. *Iss Pro 98* is top of the PlayStation pile.

BUT HE'D RATHER YOU DIDN'T KNOW...

"I would like to be David Beckham. Then I could play for Manchester United and be married to Victoria Adams."

'EARTH TO TOM...'

PS2 HAS THE TECHNOLOGY TO TAKE ITS PLAYERS TO OTHER REALMS.

SO WHAT PLANET ARE YOU ON?

KIM ISLINSKY, 26, ISRAEL

02. ON PLANET KIM...

"Right now the only thing I want to do is live on a beach in the Caribbean. The sun just gives me really good energy." Kim rates TLC's *FanMail* as her top album and goes Manga mad on *Ghost In The Shell*. *Driver* pulls her PlayStation chain.

BUT SHE'D RATHER YOU DIDN'T KNOW...

She'd like to be cartoon sexpot Jessica Rabbit: "Then I feel what it's like to have men fall at my feet. I guess it's the chest that does it, isn't it?"

JULIE BOTTEN, 18, BROMFORD

03. ON PLANET JULIE...

Horror, decadence and noise reign supreme. Her fave film is the ultra-cool flesh-crawler *Repulsion,* and she digs the sword-slashing thrills of *Nightmare Creatures* on the PlayStation. Even more worryingly, "I'd like to be Lemmy from Motorhead. He's really lived, if you know what I mean. And he's still having a great life now too."

BUT SHE'D RATHER YOU DIDN'T KNOW...

She's actually a nice person and goes to flower arranging classes every Thursday night. Probably.

TSEMAYE BINITIE, 21, NIGERIA

04. ON PLANET TSEMAYE...

Left to run amok in a game world of his own making, Tsemaye opts to shop: "You wouldn't believe how much Versace gear I could buy!" The darker side of Tsemaye is represented by his liking for *Interview With The Vampire* and the beat 'em up thrills of *Mortal Kombat*.

BUT HE'D RATHER YOU DIDN'T KNOW...

The whole "shopping" thing goes a tad too far. "I'd like to be Mohammed Al Fayed, who owns Harrod's. Then I would have everything I needed all in one shop."

NORIKO CHIHARA, 27, JAPAN

05. ON PLANET NORIKO...

Pulp Fiction reigns supreme and, "I would love to go into space because I'd like to see the world from up there. Would I be the first Japanese girl to do that?". She's also got a bit of a thing for *PaRappa The Rapper*.

BUT SHE'D RATHER YOU DIDN'T KNOW...

Even at 27, Noriko yearns to be "a beautiful princess. Isn't that what every girl wants to be anyway? As long as the prince was beautiful, too."

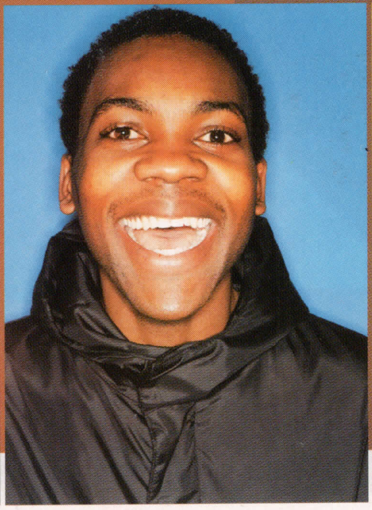
'EARTH TO TOM...'

PHOTOGRAPHY BY RICHARD LEWISOHN
INTERVIEWS BY STEVE O HAGAN

02.

03.

04.



05.

LEO WHETTER, 25, CHELTENHAM

ON PLANET LEO...

Things get weird here. "Have you ever wanted to jump into a swimming pool full of Nesquik? Then all the kids from the neighbourhood could come and join in too." Leo loves *The Italian Job* and *Um Jammer Lammy* is his PlayStation choice.

BUT HE'D RATHER YOU DIDN'T KNOW...

"I've always wanted to be Russ Abbott." Leo's also a closet fan of rock's premier make-up men, Kiss.

TOM GREENAWAY, 31, LONDON

ON PLANET TOM...

Tom digs anything that heavily features someone with the name "Tom": The Chemical Brothers and *Lock Stock And Two Smoking Barrels* both chalk up high scores on the Tom-o-meter. When he's not touching base with other Toms, he abuses the joypad on *Tekken 2*.

BUT HE'D RATHER YOU DIDN'T KNOW...

"I would like to feel what it's like to be Mike Tyson. To be the hardest guy in the world and feel that aggression would be something else."

TOYO MAEZONO, 23, JAPAN

ON PLANET TOYO...

Full-on mental chaos dominates the internal life of Toyo. For the tunes: Prodigy. The game: *Metal Gear Solid*. But there's a softer side. "I'd like to travel back in time so I could see what Japan was like 1000 years ago. And if I could be anyone? Actually, my father. Then I could know what it's like to be hardworking! Oh, and very kind as well."

BUT HE'D RATHER YOU DIDN'T KNOW...

His favourite film is the Meg Ryan monstrosity *You've Got Mail*.

GUIDO MANDOZZI, 21, LONDON

ON PLANET GUIDO...

Power junkie. Speed freak. Guido fancies a shot at flying a Russian Mig and would like to have been Winston Churchhill "taking life or death decisions as a wartime leader where the history of the world is at stake." That's in between repeat viewings of *The Godfather* and deathmatches on *Goldeneye*.

BUT HE'D RATHER YOU DIDN'T KNOW...

Ladies And Gentleman by George Michael is his favourite album.

FEMI JINABU, 21, NIGERIA

ON PLANET FEMI...

Things are just dandy in Femiworld. "Who would I want to be? I have to say me! I'm a good enough person aren't I? And given the choice, "I would bring peace to the world. Then everyone could be happy." Clearly, Femi should be sectioned.

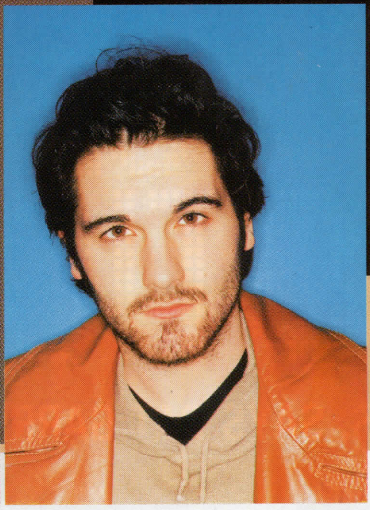
BUT HE'D RATHER YOU DIDN'T KNOW...

The ropey Eddie Murphy "comedy" *Coming To America* is his favourite film. And his favourite singer? None other than the well-past-her-sell-by-date warbler Whitney Houston.

06.

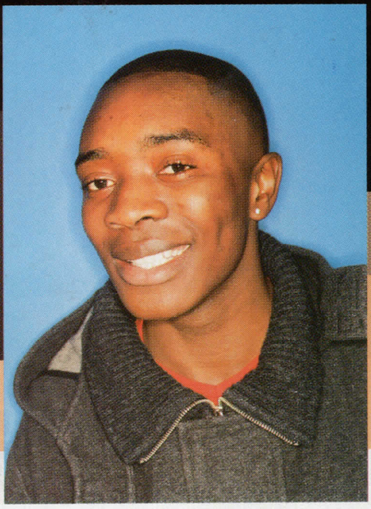
07.

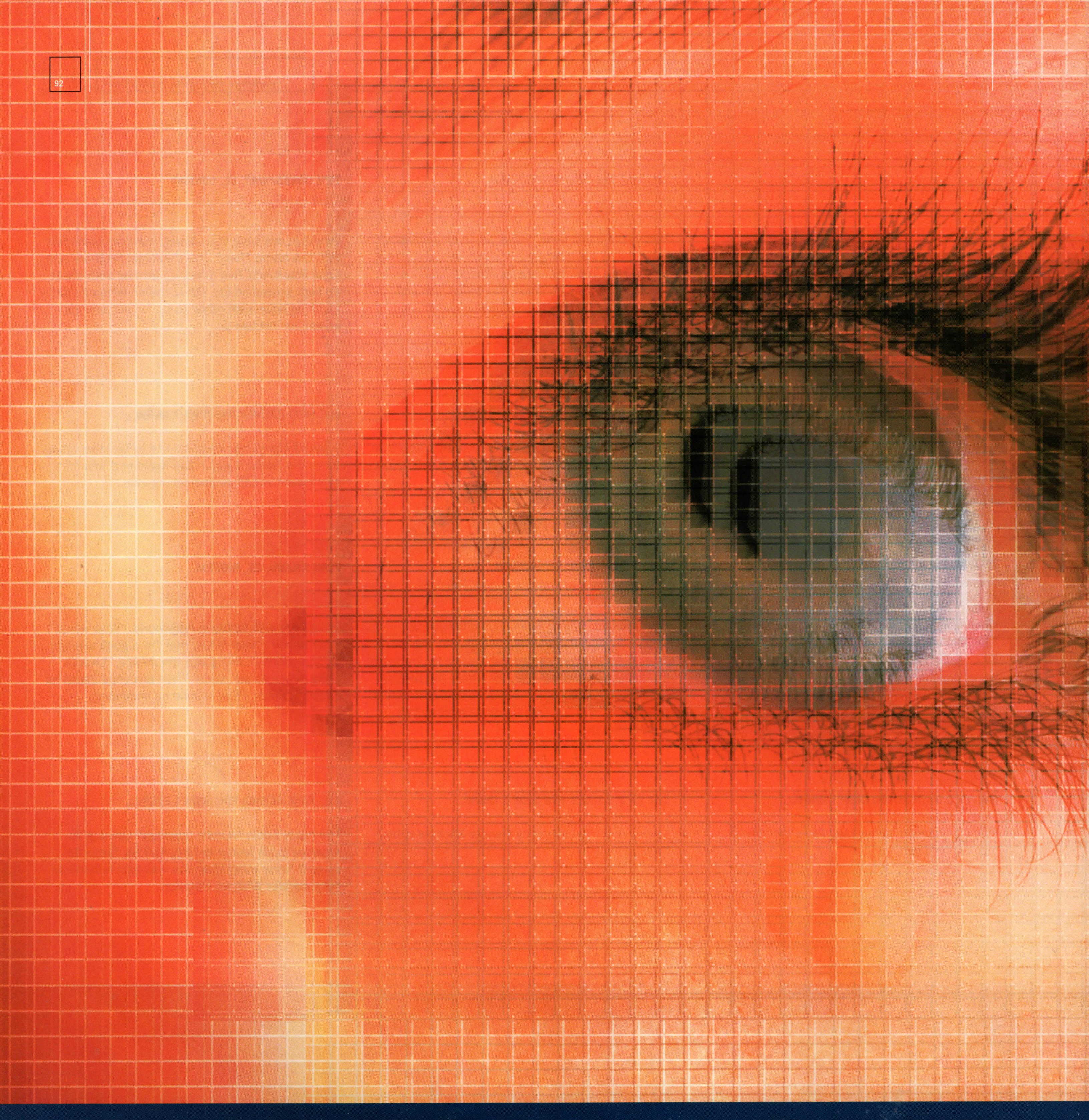
08.



09.

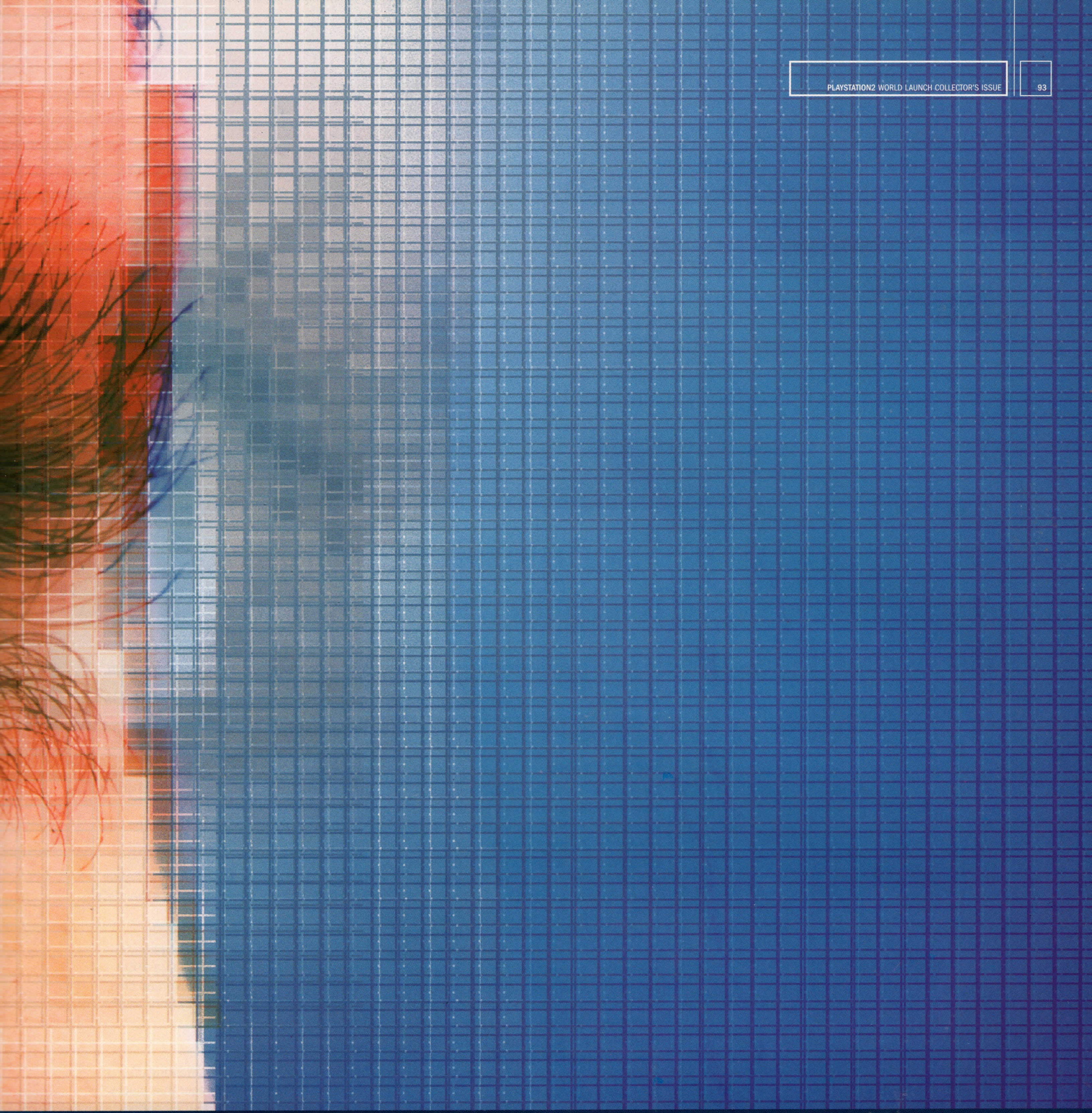
10.





WHY SONY'S GETTING EMOTIONAL

PS2 HITS YOU WHERE IT HURTS, SAYS PAT GARRETT. IN THE HEART



Pop-up books to *Toy Story 2*. *Jet Set Willy* to Lara Croft. Phones with dials to... well, phones you carry in your pocket. The past is there to remind us how good the future is. Scratch that: how good the future *can be*. And PS2's no different.

See, as a pre-pubescent gamer, you knew, deep down, that games had to get better; get good, move beyond the simple delights of *Pac Man* and *Manic Miner*. And that the finest and most honourable efforts on whatever Sinclair, Amiga, Nintendo, Sega and eventually Sony came up with have been, when all's said and done, stop-gaps.

Your desire was true-life amplified. Success every day. A fuel-injected social life. A look that's hard to distinguish from visual signals reaching your brain daily. Then you take this and apply it to... whatever you want.

Light-glazed alien worlds poured neat from the imagination. A well-used but freshly-oiled M16. The disciplined response of the Desert Rats. An affair with a femme fatale laced with eroticism and disaster. Infinite possibilities, infinite actions, infinite environments.

Christ, we never knew how long we had to wait. On February 16 last year, Masakazu Suzuoki, director of Sony Computer Entertainment in Japan teamed up with electronics giant Toshiba to detail the silicon guts of PlayStation2.

Dubbed "The Emotion Engine", he promised it would replicate facial expressions and physical situations more realistically than had ever been seen. It housed 10 million transistors and measured 2.4cm squared. It would churn out polygons, sans visual effects, at a rate of 55 million per second, exponentially more than Dreamcast.

It contained not one processor, but three. It was Sony's sucker punch in a fight that had raged for decades. Games were about to enter a phase we had dreamed of since pushing a bat and ball around with an Atari pad. Nevertheless, the answer to the question: "Why is Sony so focussed on fuel-injecting emotion into interactive games?" is not as straightforward as it seems.

THE BOUNCER – THRILL TO THIS. *THE BOUNCER* IS SET TO BE ONE OF THE MOST EXCITING EARLY GAMES

GETAWAY – IF AWE'S AN EMOTION, TREES OF THIS REALISTIC QUALITY ARE SURE TO INSPIRE IT

TEKKEN TAG TOURNAMENT – MUSCLE DEFINITION, BLOOD, SWEAT AND TEARS. PURE EMOTION

"Sony's all emotional because it wants the market to change"

Yeh, sure your emotional responses make games more realistic. So what? What is it about realism in a computer game that blows us away? That brings us back for more? Why should we care?

THE WAIT IS OVER

Developers – or rather, those confident enough to predict a healthy symbiotic relationship with Sony after the release of PlayStation2's specs – were quick to pay homage to the eclectic merits of the machine after the release of the first visual animations in September 1999.

The atmosphere surrounding PlayStation2 at this point was gushing: "The unparalleled power of PlayStation2 coupled with European creative development will result in the next generation of computer gaming, producing titles that not only look stunning but also have depth, emotion and playability," said Peter Molyneux of Lionhead Studios. The perception is, there is no straitjacket on the possibilities engendered by powerful technology such as PS2.

Molyneux's comments echoed across the industry a thousand times. This is what gamers had been waiting for since choosing eight-bit graphics over homework.

BIG AMBITIONS

Some Japanese-targeted launch titles may seem wasted but the plans of many developers are coming to light, showing that coders are getting their wishes – to fully realise their imaginations in interactive software. To soak games with emotion which haul you back for more than just puzzles.

The PS2 version of *WipEout*, for instance, is said to contain crystal tracks in high-rise environments. 7studios, the maker of Arthurian legend-based real-time strategy title *Legion*, talks of combat systems where several knights command troops by themselves, with you controlling the knights.

THE BIG BOYS

Meanwhile, *Tomb Raider* on PS2 may be under wraps, but insiders detail a large team (with sleeping bags littering the office) and a hunger for what lies ahead.

And Core Design – the creator of the Lara legend – is also making *Hurdy Gurdy*, a PlayStation2 fantasy romp. "The level of detail was absolutely nuts," says one insider after watching the game in action. "Their PCs just couldn't cope with it."

There's a hot rumour that Sony is developing its own version of Polyphony's pace-setting *Gran Turismo* series (a 1996 Vector M12, amongst the fastest road cars ever built, is to be auctioned by Sony after being used for PS2 research).

IN THE DRIVING SEAT

Fellow big boy Squaresoft is working on *Driving Emotion Type-S*, a racer that places you in the correct position in the car and throws the view forward when you brake. Put it this way, you are unlikely not to wince.

But take a reality check. This is the first breed of gaming for PlayStation2, and that mean there's a sense of déjà vu about what we're seeing. Spit and polish on the *Gran Turismo* you know, a bit of porting of established PC games such as *Quake* or *Unreal*, that kind of thing.

But for the longer-term future, Sony is banking on the world of gaming turning into something you've never considered.

Take Ray Bradbury's timeless science-fiction collection *The Illustrated Man*, where a family boast a living room that can convert into a sweeping African vista. Similarly, Sony

“THIS IS WHAT GAMERS HAVE BEEN WAITING FOR SINCE CHOOSING EIGHT-BIT GRAPHICS OVER HOMEWORK”

desires a world where reality becomes bent by digital technology intended to remove any preconception of gaming as it's traditionally known. Put simply, Sony is becoming emotional because it wants to change the market as we know it.

MORE REAL THAN LIFE

Let's digress for a second: your head swims with the remnants of the day's madness, ten-figure transactions sealed after months of work with one of the finest teams you've ever known. You've played it dirty, but Machiavellian attitude works at this level. Murder comes cheap in the insane world of multi-national takeovers. The safety for future generations is secure, at last, thanks to you ordering obstacle-removing killings. You flinch with regret and slam back a scotch. You page one of your colleagues for a night on the town and light a cigarette.

But you think better of it, open the tray, pluck out *Business Overlord*, and switch off the PlayStation.

VISIT YOUR DARK SIDE

Your less-than-moralistic financial team is a group of gamers from around the globe. You've been at play constantly, talking to your console by phone and through the Internet while at work, keeping your compatriots tight against your competitors by Sony messaging, email and ICQ, having visual meetings with them in virtual boardrooms in the evening.

You have been emotionally attached to *Business Overlord*, thinking on it constantly, getting riled when beaten to contracts, free of guilt when ordering the assassination of a rival company president. Because he's a twat you met once and who works in IT Support in Basingstoke. You gotta be smarter buddy.

Sony, PlayStation2 and the Emotion Engine took you to another place, a world existing in silicon and transistors and a flow of electrons. And you believe it.

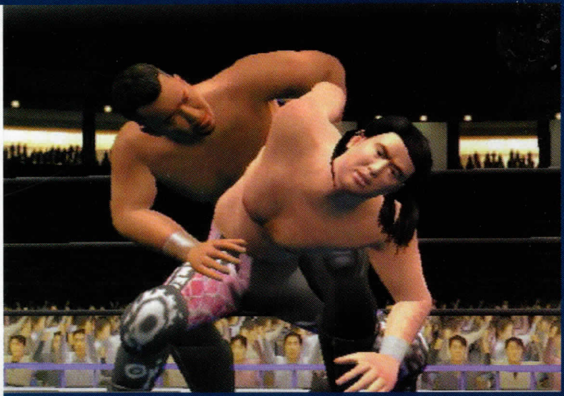
But hang on – what about this? Developers are talking of you falling in love through their games, a factor behind the rise of dating games in Japan. These are not “games” in the current western sense of the word any more.

Believe it or not, sooner than you think, you'll be able to download your face into your PlayStation, slap it on a wire-frame the size and shape of which is your own choosing, pick a skin colour, a hair colour, alter your features until your happy with the result and walk off into “games” that look real. Effectively, you'll be playing as yourself. And there are some head-bending connotations to that kind of scenario. You can almost imagine the panels on current affairs programmes discussing it now.

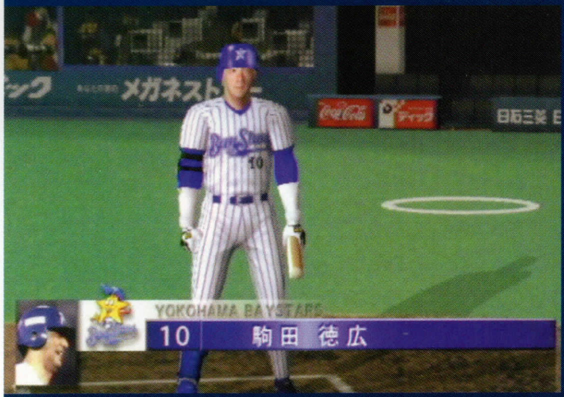
WORLD VISION

All this wrenches interactivity away from the gameheads and sticks it in the hands of everyone. An overworked nurse, an underpaid postroom boy, a wired futures trader, anyone at ease with what the net can deliver: the game industry has to have it. Anything less will not result in global domination for Sony – and that is exactly what Sony is aiming for – and will not make PlayStation2 the most successful piece of interactive hardware ever created. Sony will make games for babies, for 60-year-olds, for your mother and father. And Sony will grab and hold these demographics by drawing on raw emotion.

> “Download your face to your PlayStation and play as yourself”



EMOTION WRESTLING – EVERY ROLL OF FAT GLISTENS, EVERY MOVE SOUNDS AGONISING. EVEN THEIR EYEBROWS MOVE



GEKIKUUKAN PRO BASEBALL: YEP, HE'S WINKING. THESE EARLY ATTEMPTS AT FACIAL ANIMATION POINT TO FAR-REACHING REALISM IN THE FUTURE

REIKO, THE *RIDGE RACER* GIRL MAPPED IN REAL-TIME. DOES SHE TUG AT YOUR TROUSER SEAMS?

NO SUCH THING

20% 40 60 80 100

20% 40 60 80 100

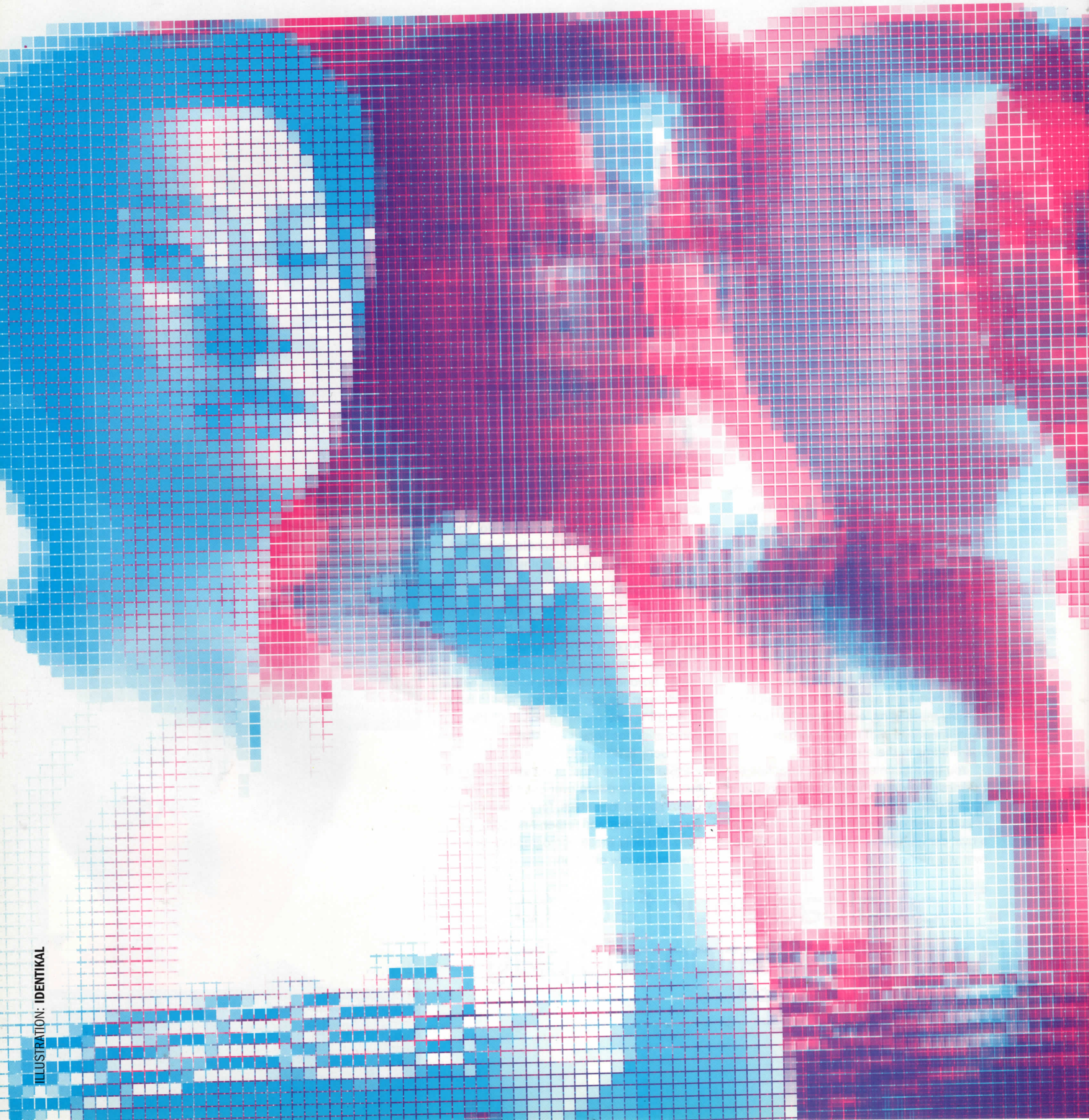


ILLUSTRATION: **IDENTIKAL**

AS 'GAME' & 'FILM'

THE DVD ASPECT OF PS2 COULD BE ITS CUTTING EDGE, ACCORDING TO HIDEO KOJIMA. PATRICK GARRATT SPOKE TO THE *METAL GEAR SOLID* CREATOR

If one name stands proud in the field of game development, it's that of Hideo Kojima. His *Metal Gear Solid* on PlayStation was universally described as the best game ever made for the platform: a mix of interactive movie and terse terrorist-based action instantly classed as a landmark title. There's no stopping him. A *Metal Gear* title for PlayStation2 is slated for next year, as is another, as yet mysterious, project.

Read on for the man's opinions on the impending co-existence of next generation consoles, the inevitable obsolescence of the terms "game" and "film", why focusing on graphics is the last thing the industry should be doing and why the games of the future will be created in the fourth dimension... ▷

20%
40
60
80
100

> **"A LOT OF PEOPLE WILL BE EXPECTING "HOLLYWOOD GRAPHICS" FROM PS2"**

WE TAKE IT YOU'VE SEEN THE PLAYSTATION2. GO ON, WHAT DID YOU *REALLY* THINK OF IT? NO MARKETING SPEAK, MIND...

"It is the best existing machine available. However, it is not the "dream machine". To create something good, better ideas, more knowledge, efforts, and a stronger mentality are necessary.

"If one simply focuses on the graphics capability of PlayStation2, what you end up with will not be that different from existing games. With the appearance of the first PlayStation, 2D evolved to 3D. If one wants to re-create that impact with PlayStation2, one must try to expand the game world extremely in a way that can be done only by adding the element of time to 3D and creating things in 4D. What is currently expected from PlayStation2 among many people is "Hollywood graphics". If this is the direction to be taken, what we will be seeing won't be that different from PlayStation and Dreamcast titles. Just like when games evolved from the Famicom (NES) to Super Famicom (SNES), graphics and sounds will improve while playability remains the same. Fighting and racing games have become far more beautiful, but controls, gameplay, and the game experience all remain the same.

"What's important is what you want to express with PlayStation2 and where you want to use its high-speed calculation capabilities."

> **"AT THE MOMENT I'M TRYING TO FIGURE OUT WHAT I CAN REALLY DO WITH THE PLAYSTATION2"**

WE'VE HEARD THAT YOU'RE WORKING ON A GAME THAT'LL REALLY TEST WHAT THE MACHINE'S MADE OF. WHAT'S THAT PROCESS LIKE, THEN?

"There is nothing different from when I worked with other machines in the past. Starting with the MSX, followed by PC88, PC Engine, PC9821, 3DO, PlayStation, and Sega Saturn, I created one game per console.

"This was not deliberate – it just happened to be that way. Therefore, creating a game for a new console is what I've always been doing. At the moment, I'm trying to figure out what I can really do with PlayStation2."

> **"THE EMOTION PLAYERS FEEL WILL INCREASE IN WIDTH AND DENSITY"**

SOUNDS GOOD. WHAT ABOUT THE EMOTION ELEMENT OF THE PLAYSTATION2 THAT SONY'S SO KEEN TO PROMOTE? WILL YOUR GAMES BE TOUCHY-FEELY EXPERIENCES?

"I've included emotion since the 8-bit machine days. Expression capabilities will multiply drastically with PlayStation, but the emotion aspect that mesmerises people remains the same. This has nothing to do with the hardware capabilities, but depends on the capabilities of the creators.

"Expressing emotion has not become easier with PlayStation2. What has happened is that the emotion that games can convey to the players will increase in width and density."

GOT IT. WHAT ARE YOUR OPINIONS ON THE IMPENDING CONTEST BETWEEN DREAMCAST, PLAYSTATION2 AND NINTENDO'S DOLPHIN? WHAT DO YOU THINK ARE THE STRENGTHS AND WEAKNESSES OF EACH OF THE MACHINES?

"It's more like co-existence and symbiosis than competition. Each hardware shall create its own market by maximizing its strengths. I don't think one hardware will monopolise the market. If that happens, the whole industry will not advance. This is identical to what takes place in our ecosystem.

"Only when different consoles influence each other can the industry advance. I don't know much about Dolphin, but the hardware capabilities – like graphics and processing speed – among PlayStation2, Dreamcast and Dolphin do not differ greatly. The same is true with the net and DVD capabilities. What makes the difference is how we, as creators, make use of these machines to their maximum capabilities.

"Even if the machines do not differ that much in specs, the markets constituted by different target groups differ a lot. Films popular in a city cinema and cinemas in the countryside might be different. When the creators create games matching each market, the direction of games start to become diverse. These different vectors become the differences and characteristics of each hardware and its market."

> "WHAT MAKES THE DIFFERENCE IS HOW WE, AS CREATORS, USE THE MACHINES"

WHAT KIND OF EFFECT WILL PLAYSTATION2 HAVE ON THE MARKET AS A WHOLE – FOR PLAYERS AND CREATORS?

"You can play DVDs with PS2. Games do not change because of the capabilities of the hardware. The market is going to change because of the DVD playing capability. Players' tastes are going to change consequently. As a result, we creators must create things that match the changing tastes. That is the key to how to work on PS2."

> "THE MARKET WILL CHANGE BECAUSE OF THE DVD CAPABILITIES OF THE PLAYSTATION2"

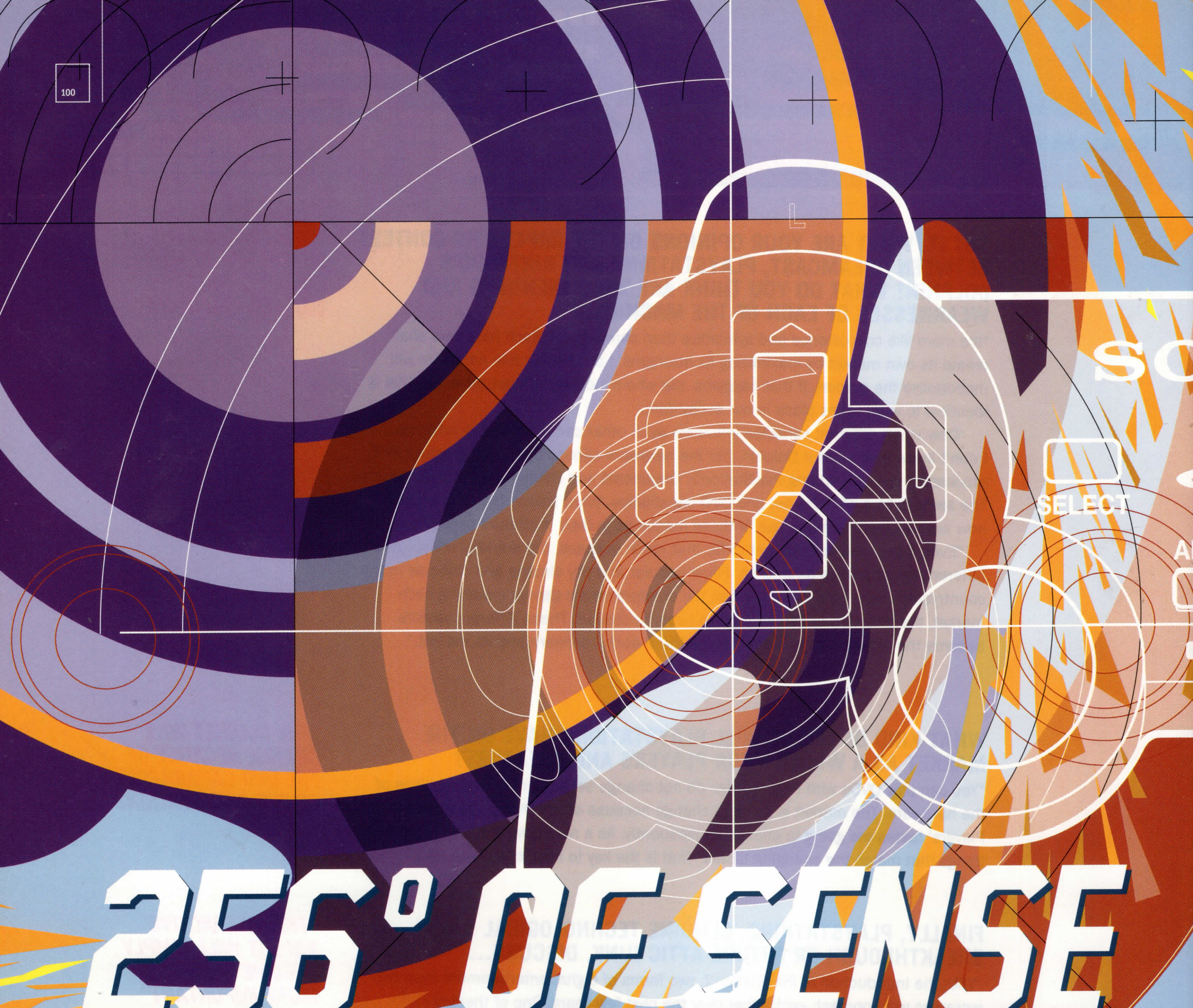
FINALLY, PLAYSTATION2: GENUINE TECHNOLOGICAL BREAKTHROUGH OR FUTURE ATTIC JUNK. DISCUSS...

"With the introduction of PlayStation2, two forms of digital entertainment from two extremes will approach each other over the next few years. One of them is conventional games. With the DVD-playing capabilities, the interactive aspect becomes more and more important. CG-movie oriented games with little interactivity or lousy controls might lose their audience to DVD movies.

"People will want more enjoyment through the interactive aspect of games. The other extreme is movie-originated interactive entertainment on DVD. This includes databases on DVD, movies that show different visuals depending on what time you watch it, who watches, and so on. They are not games, but are a form of entertainment on DVD with a certain extent of interactivity. When these two extremes become closer and closer and eventually become one, the terms "game" and "film" will simply become obsolete." ⊗

> "THE INTERACTIVE ASPECT WILL SIMPLY BECOME MORE AND MORE IMPORTANT"

20% 40 60 80 100



256° OF SENSE

THE PS2 JOYPAD INJECTS YOUR EMOTIONS INTO GAMES. BY DEAN SCOTT

FINGERTIP FEELINGS

MAKING GAMES AN EMOTIONAL, IMMERSIVE EXPERIENCE

This might look like any ordinary controller, but it allows you to communicate real-life emotions like fear, aggression and love through your PlayStation2. You won't even need to think about it, and most of the time you won't even realise you're doing it. Each button – with the exception of Start and Select – is analogue. The harder you press them, the more emphatic the on-screen response, and 256 different levels of pressure are recognised.

01 REACTION

INSTANT SKILL

Conventional football games use a gauge to determine the strength of a shot. Being represented on screen, it's easy to see which shots are most effective. With PS2, you'll have full control over shot strength with a button press. You'll instinctively feel how strong your shots should be, and execute that naturally through the pad without having to interpret through a power bar. This seamless transition between thought and reaction turns a game into an experience.

02 FEAR

HAIR-RAISING STUFF

Fear will no longer be hit and miss in games like *Resident Evil*. Some people get spooked easily by horror games, whilst other people handle a room full of zombies calmly. The more scared you become, the harder you tend to hit the buttons. If your buttons responses are calm, the software will up the fear factor without you even realising. Soon you'll be panicking like hell, and enjoying having the shit scared out of you as if your mind is being read.

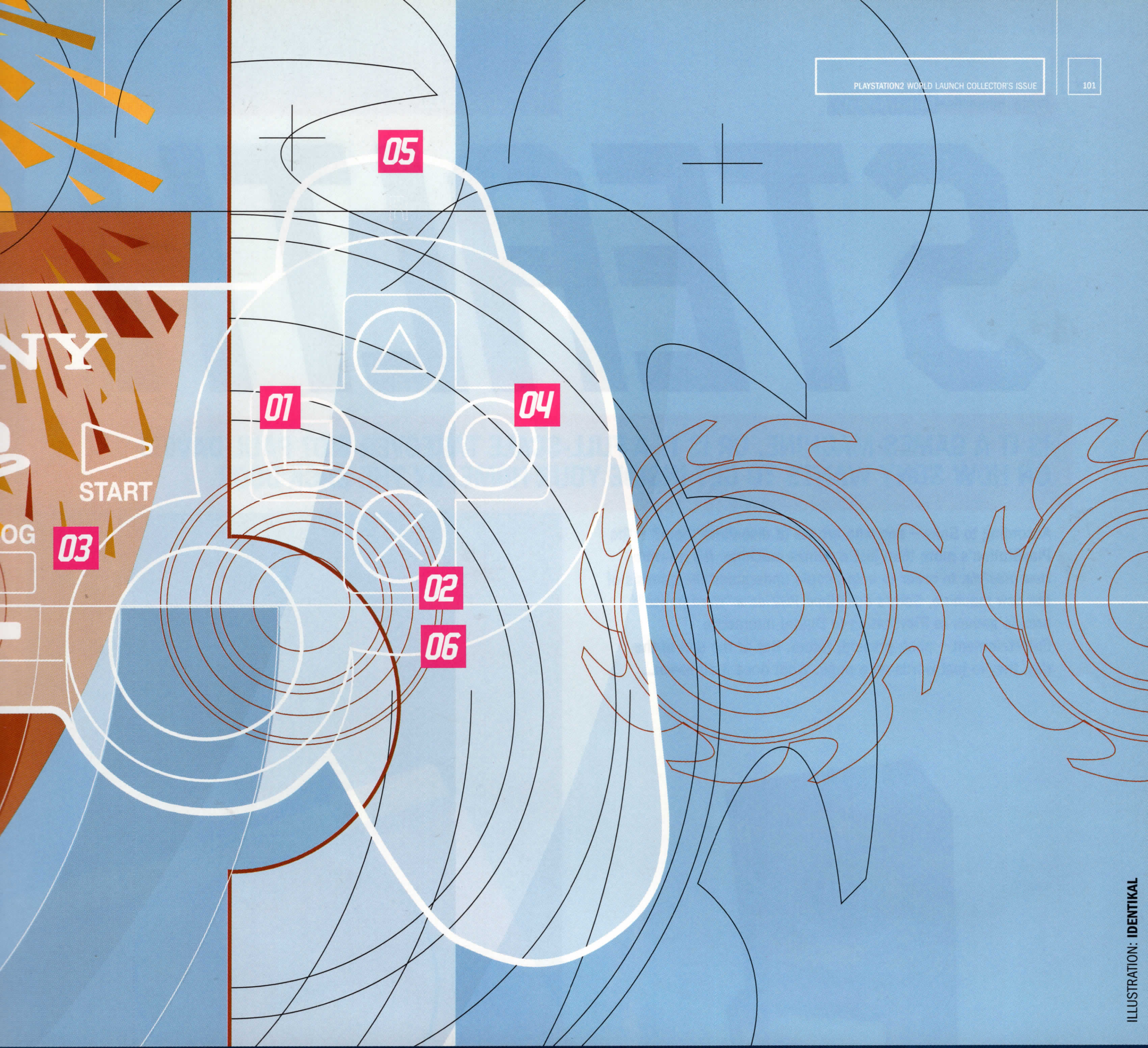


ILLUSTRATION: IDENTIKAL

03 FEEDBACK

REAL SENSATION

When you drive a car, you can feel how much traction the wheels are getting by the sensations rumbling through the steering wheel. *Colin McRae Rally* made a fair stab at replicating this effect on the original Dual Shock PlayStation pad, but the greater control afforded by fully analogue buttons will mean any subtle changes you make to throttle will be fed back. Improving lap times will be down to pure skill and instinct – and not by robotically working out by trial and error the best gear to take corners in.

04 ANGER

REAL EMOTION

Ever felt frustrated at a games character? If you've ever played Tomb Raider, you'll doubtless have thought – and maybe even shouted – "just pull the fucking switch you stupid bitch." Trouble is, Lara's got no idea how annoyed you are. If she did, she'd probably give you a helping hand. PS2 will sense your growing anger as the button presses get more and more violent, and automatically help you out.

05 DURABILITY

SO TOUGH

Obviously this pad is a precision piece of engineering, and needs to work perfectly to make a true emotional connection. Sega put analogue triggers on its Dreamcast pads, and these are the first things to break if you really abuse it. Sony's original PlayStation pads were the best available and weathered well, so you've got no reason to think the PS2 pads will perform otherwise.

06 CONFIDENCE

256 LEVELS OF CONVICTION

When someone asks you a question in real life, your confidence in your answer is usually evident in the tone of your voice. Confident: "What's your name?" "It's John Smith!" Not so confident: "Whose turn is it to buy the next round of drinks?" "Erm, not mine..."

When asked to make a decision in a PlayStation2 game, you'll inadvertently communicate your conviction in a button press. Just as your voice will betray how you really feel, so will the strength of each individual key press. And the PS2 will know when you're feeling uncertain.

STEALTH

IS IT A GAMES MACHINE, OR IS IT A FULL-SCALE TAKEOVER BID? PAUL DAVIES ON HOW SONY WANTS TO GET INSIDE YOUR HOME. BY THE BACK DOOR

According to Sony – and who are we to disbelieve them? – the PlayStation's more than just a games machine. *It's a whole new lifestyle*. In order to help people understand the genesis of the new machine, Sony's described PS2 as a "third phase": arcade games to PlayStation to Digital Interactive Entertainment – past, present, future. But at the end of the day, they're just words on a page. What does it all *mean*...

SPACE INVADERS

PHOTO: DAVE KELSALL

SONY
PlayStation

Videogames

There were lots of people that love duking it out on *Street Fighter*, or seeing how fast they could make a blue hedgehog run but they were never what you'd call a mass market. This stage of the digital evolution in entertainment is where Sony believes visual and sonic synthesis was at its most crude. Abstract images, unbearable electronic music. And boys. Somehow lads are fascinated by videogames – always have been. But Sony's aim is to capture the imagination (and cash) of a much wider audience.

Computer Entertainment

Here's where Sony sees PlayStation, where visual synthesis has reached a more acceptable level to more people, and where it is possible to have near-perfect – CD quality – sounds. It's why games like *PaRappa the Rapper* are possible, since there is an opportunity for crossover with other entertainment industries (music, in *Parappa's* case). The *WipEout* series stands out as being iconic of this stage of development. Still, not everybody can get along with an experience that isn't entirely convincing.

Digital Interactive Entertainment

With a box as powerful as the PlayStation2 Sony will try to convince the mass market that the experience is almost real. We'll be seeing uncannily real graphical representation combined with the most advanced sound synthesis, and real physical dynamism suckering you into feeling real emotion – emotion synthesis. Sure, Disney has had people weeping into hankies for decades, but Sony isn't talking charming cartoons here – it's suggesting an interactive experience with people, places, and things that are totally believable.

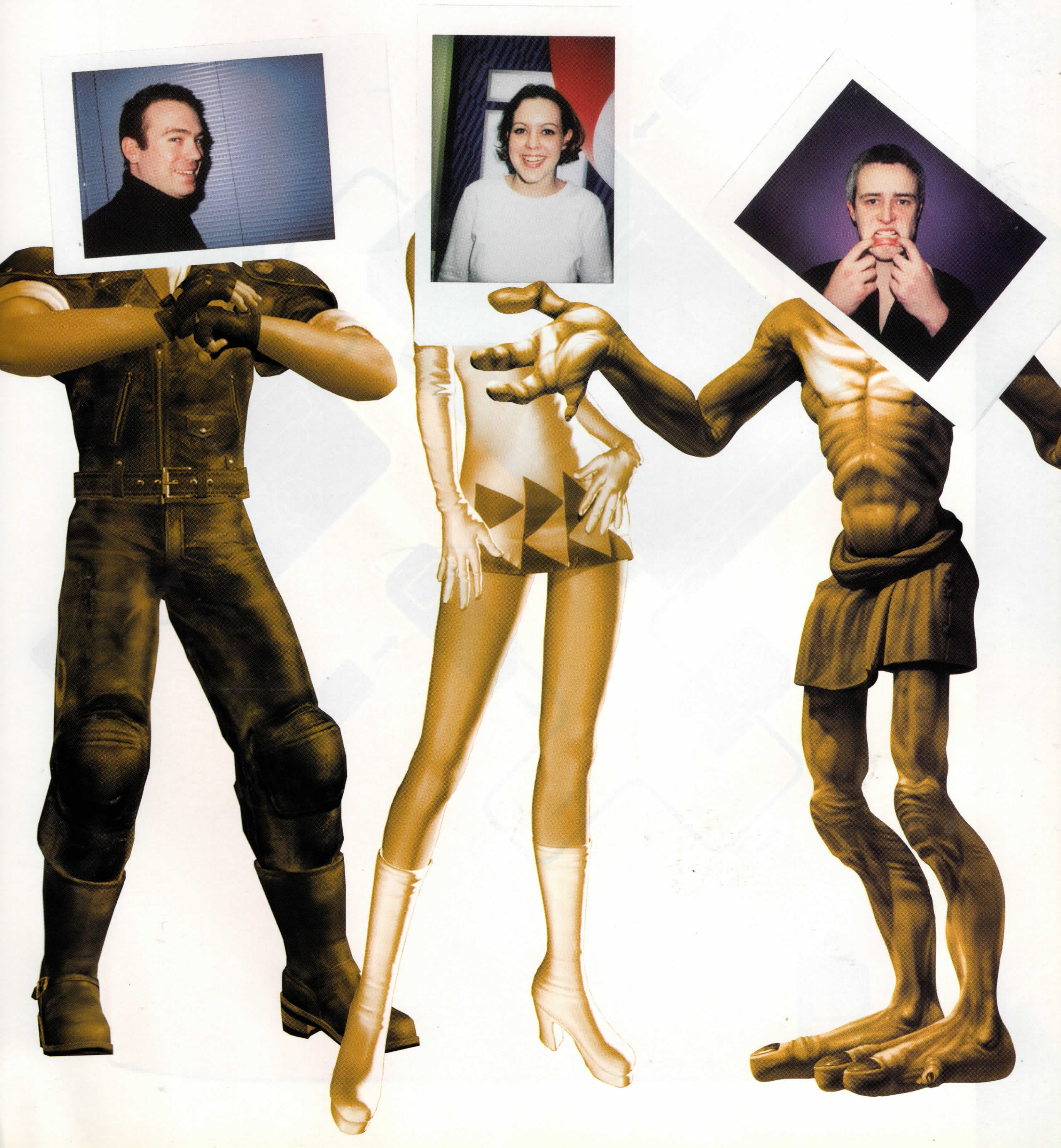
YOU'RE IN THE GAME

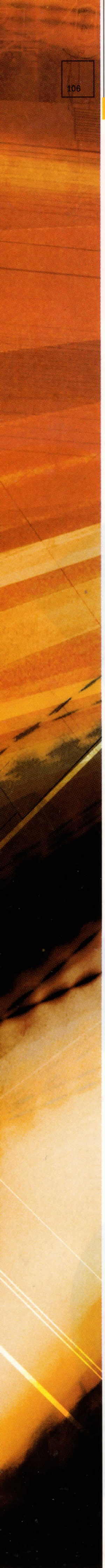
NOW

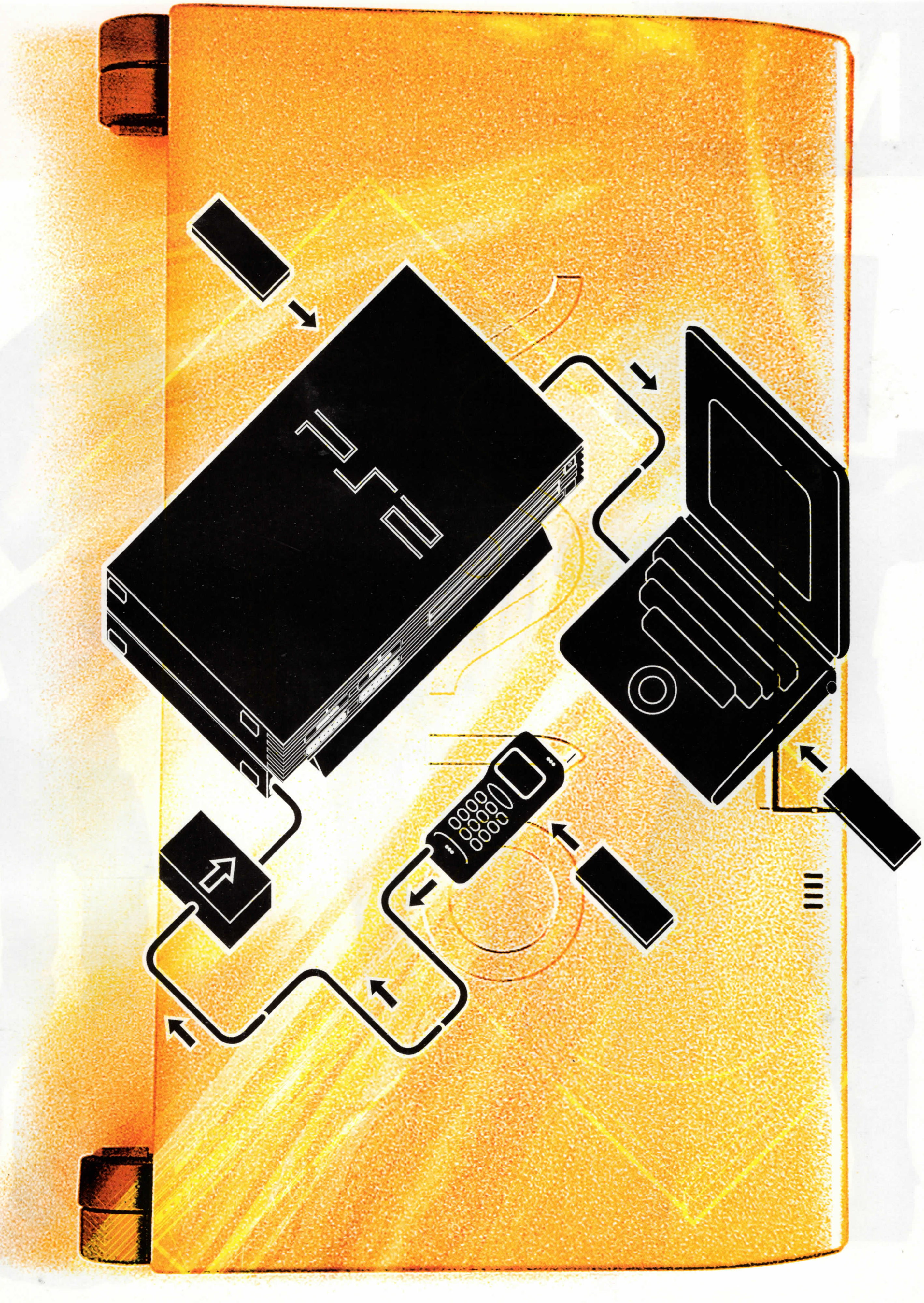
The first thing PS2 will do differently, according to Sony, is give you free rein to jerk around with some serious software, make it your own, in other words.

Take a digital camera, capture your face, and slap it onto a game character. Perhaps tell your PS2 how much you weigh, and give it your exact height. Sony is looking at all kinds of ways to get you in the game, from something as basic as seeing your face on camera while you race, to something as incredible as taking the place of Lara Croft or Solid Snake as the hero.

Whatever can be captured digitally can be shared with PlayStation2 through its various input and output ports. Characters can and, Sony believes, *will* look, sound and behave exactly like you on PS2.







THE DIGITAL PORTAL

Six months after you buy stuff nowadays the thing you believed to be the future has become the past, replaced by something twice as powerful at half the price. Thankfully this is unlikely to be the case with PlayStation2.

The world of digital interactive entertainment is changing rapidly. However, you can be assured that PS2 will continue to be at the forefront of its field, because Sony has made the box itself so adaptable. Many people will be happy just to play the games and watch DVDs. But many more will be taking advantage of a wide range of alternative features – some of which you'll be able to do right away, others are expected in 2001/2002.

The real explosion will come with Sony's plan to begin e-distribution from its own dedicated network. Come 2001/2002 you will be able to watch movies and download games from Sony's server. You'll most likely be required to either set up an account with the Sony bank to do so, or buy a number of credits from Sony each month, similar to how Digital TV works right now. Look at the way e-commerce is going on the Internet for clues – profit is being made in tiny pieces, rather than in big chunks.

HERE'S WHAT YOU'VE GOT TO LOOK FORWARD TO WITH PS2:

Host your own challenges

Since we're expecting PS2 games to be customisable in many ways, you will be able to create your own worlds and set your own challenges for people online. If you've always dreamed of becoming a games designer, maybe this could be your opportunity to prove how cool your games could be – your ticket to millionaire city.

MPEG2 movies

It's possible for Sony to stream MPEG2 (DVD quality) movies into your home through PlayStation2. With information transmitted over a broadband network, through a card in PS2's PCMCIA slot, you should at least be able to watch movie trailers. But we're expecting to view the likes of *Matrix 2*, and *Star Wars: Episode 2* in full.

Buy games

Sony has said that all PlayStation games will be available to download from its library. It's likely that within a couple of years you won't need to own the hard copy of a game to enjoy it. This will cut down on prices for those who aren't into collecting so much as having fun just playing. Demo disks on the front of magazines will be a thing of the past, too. In fact, you won't even need to read the opinion of games journalists, since we expect Sony will be making previews of games available to try before buying.

The VAIO family tree

If you're having difficulty believing any of this, take a look at what Sony already has on the market. It's called VAIO – which stands for Video Audio Integrated Operation. Every aspect of the VAIO product range can be connected to share ANY type of digital information, via "firewires" or memory sticks. The whole VAIO range is very simple to use – you won't need a degree in electronics to get the results you need. One of the notebook computers, for instance, includes a built in camera, and has a separate button for taking snapshots. Basically, there is next to no need to fuss around inside complex applications programs.

MP3 music

There's a lot of fuss about the legality of downloading music files from the Internet. However, you can bet that security on Sony's e-distribution network will be tight as a gnat's chuff. Additional tracks to CDs that you own from Sony recording artists are a possibility, plus the facility to piece together your own compilation, paying a track at a time. Then you can copy over the whole lot onto your MP3 player via iLINK.

PlayStation universe

The great thing about an interactive service is that it goes both ways. You don't always have to receive stuff if you believe the content sucks. Guaranteed, Sony will be looking to ways for consumers to give feedback on every type of entertainment. Tell Sony what you'd like to see more of, as well as what you'd rather not see at all. Many of the features already available via the Internet will, of course, be accessible through PS2 – discussion groups and chat rooms, for example.

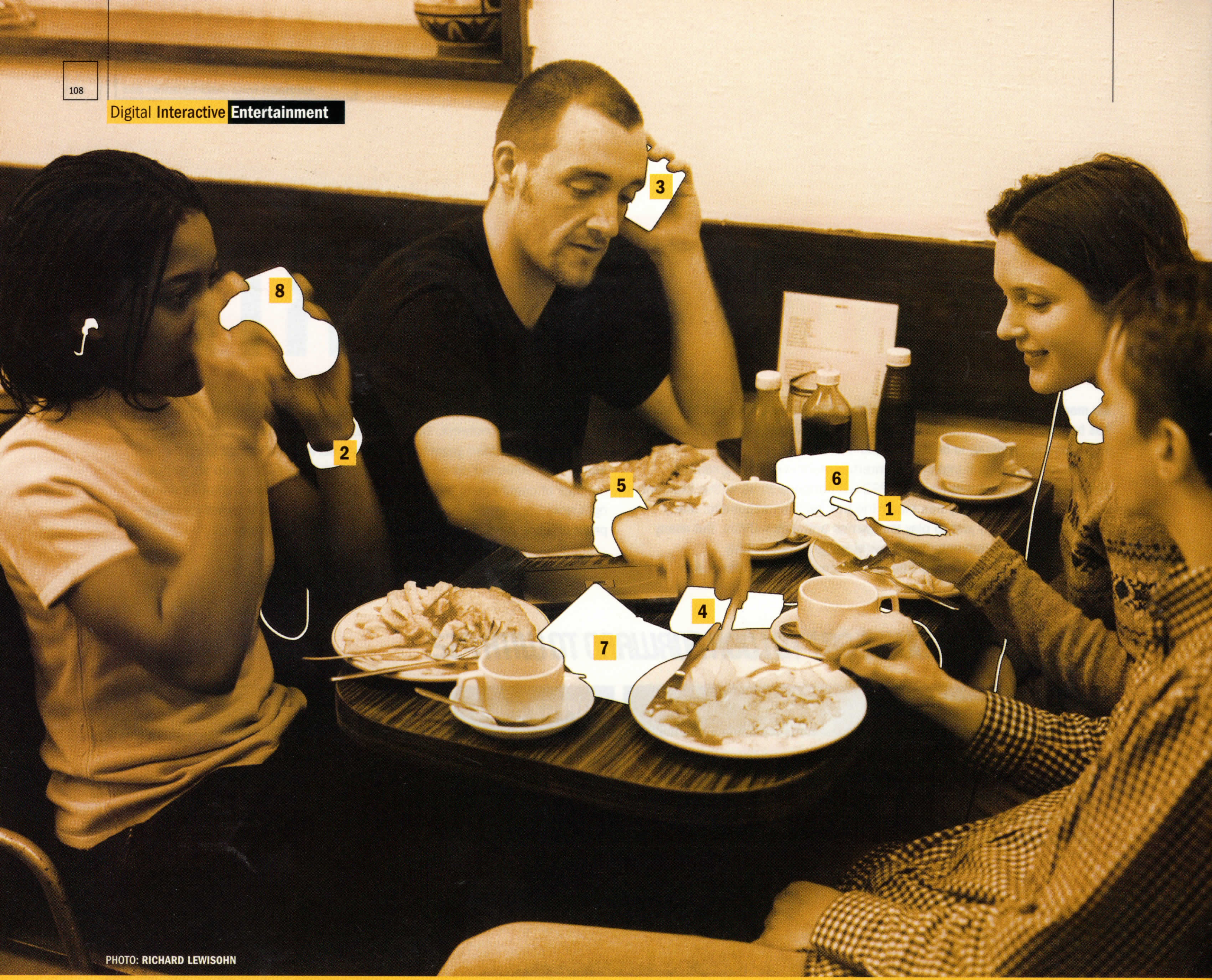


PHOTO: RICHARD LEWISOHN

→ CAFE DE FUTURISSIMO →

IT USED TO BE THAT THE ONLY GUYS YOU SAW USING MOBILES WERE ADVERTISING MANAGERS AND MARKETING EXECS. NOW, MOBILITY IS ESSENTIAL TO EVERYONE

A little over a year from now digital interactive gear will be part of everyone's life. It will be so important that you're going to feel lost without a PDA. As soon as the technology is affordable, scenes like this will be so commonplace you won't think it's any big deal.

1

Samsung TV phone

SAMSUNG

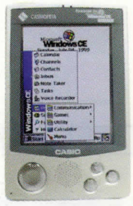
Proves how technology has transformed the way we view the world – like on a tiny 1.8-inch screen, housed inside a mobile phone. Watch TV at the bus stop while waiting for a friend to call.

2

MP3 audio watch

CASIO

Available in the UK from July. You can download 16 minutes of CD quality music onto this, or up to 66 minutes of lower quality sounds. Meet a friend; download some tunes from their PDA, that sort of thing.



3

Casio

CASSIOPEIA

By touching the screen on this little guy you can watch movies, browse the Internet, or send emails. It's a powerful PC squashed down into something about the size of a CD case. The ultimate PDA we reckon.

4

Rio MP3 player

DIAMOND

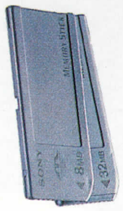
These you know about already, but the latest models will offer features that allow you to exchange digital files over a wireless network, so you can exchange music anywhere, quickly and easily.

5

WQV-1 visual databank watch

CASIO

The world's first wrist camera. This version, made available in Europe from March 2000, takes monochrome images, and can store up to 100. Give it a few months and there'll be a colour one for sure.



6

Memory stick

SONY

Expect to see loads of variations on this theme of tiny ROMS crammed with untold amounts of digital data. Whole movies could potentially stored on blocks as small as this in a couple of years' time.

7

PALM Pilot

PSION

Business execs have been using these for years, but that's not to say you won't find a use for email and internet access on the move using an infra-red mobile, or jotting stuff down to jog your memory later.

8

Digital Camera

SONY

They're expensive right now, but Digital cameras will be within most peoples' price range in next to no time. You'll think nothing of snapping your mates, and exchanging photos transmitted using infrared.

PLAY NATION

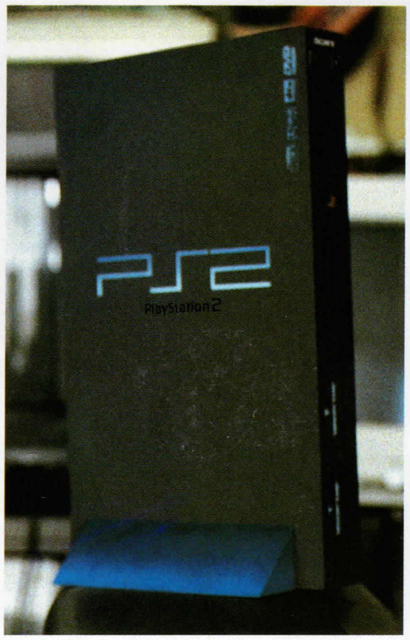
PHOTOGRAPHY: RICHARD LEWISOHN

PS2
SONY
1 MEMORY CARD
2 MEMORY CARD

LAUNDRETTE BIRMINGHAM

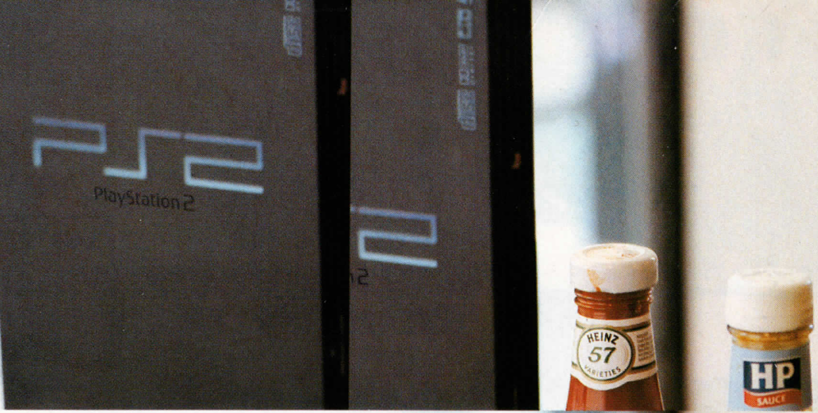
PS2
pelican crossing LONDON

repair shop GLASGOW


SONY
PS2
PlayStation 2

COCOA
FOR THE REAL CADBURY FLAVOUR
SONY
MEMORY CARD
Kellogg's CORN FLAKES
6 Essential vitamins plus iron in every bowlful
Pot Noodle
CHICKEN & MUSHROOM FLAVOUR
Pot Noodle
CHOW MEIN FLAVOUR

student residence MANCHESTER



PS2
PlayStation 2
HEINZ 57 VARIETIES
HP SAUCE

PS2
PlayStation 2
HEINZ 57 VARIETIES
HEINZ
HP SAUCE
HP
SAUCE
THE Original
Colman's
Colman's
English
Mustard

cafe CARDIFF

PS2
PlayStation 2
HARMONY
HAIRSPRAY
EXTREMELY FLAMMABLE
300ml
NO SMOKING

Hairdressers LEEDS

PHOTOGRAPHY: RICHARD LEWISOHN

Laters, Lara

LARA, CRASH BANDICOOT, MARIO, SONIC – THEY'RE ALL DONE FOR AS CUSTOMISATION AND PERSONALISATION TAKE OFF WITH PS2, ARGUES *ARENA*'S PETER LYLE…

Despite all its pioneering features and groundbreaking applications, there is one sense in which PlayStation2 will NOT begin a new volume in the history of videogames, but merely mark the final chapter in an older one.

Specifically, the gaming mascot. He – or more recently, "she" – has been an endangered species ever since the advent of 32-bit consoles, and the arrival of PlayStation's formidable 32-bit architecture in particular. Now, PlayStation2 is set to finish it off for good.

What persuaded you to buy your PlayStation? The painstaking realism of *Gran Turismo*? The intricate plot and characterisation of *Final Fantasy VII*? The cinematic shocks of *Resident Evil*? Only one generation of console technology earlier, potential purchasers had chosen their machines on the basis of whether they preferred Nintendo's jolly cartoon plumber Mario or Sega's frantic cartoon hedgehog Sonic. Both were simple, child-friendly mascots who made sense at a time when graphics were vastly more basic and the games-playing public was still predominantly in short trousers.

ASHES TO ASHES

Sony didn't only change things by wooing an older, more sophisticated audience. They also offered that audience a machine capable of creating realistic-looking characters and environments. Sonic and Mario had been born of technological limitations – they were exaggerated icons designed to be instantly recognisable in the blocky world of primitive 2D graphics. No-one bothered making Abe or Crash the PlayStation mascot because, frankly, innovative game design has moved on to greater things.

Sega has learnt this the hard way: when Sonic was revived for Dreamcast's launch, his new outing didn't have the earth-shattering impact its forerunners had; there was something ridiculous about watching a cutesy cartoon character strolling through brilliantly textured, realistically lit 3D environments. Even Mario creator Shigeru Miyamoto has admitted his characters will have to grow up and become more complex when they return in 128-bit form.

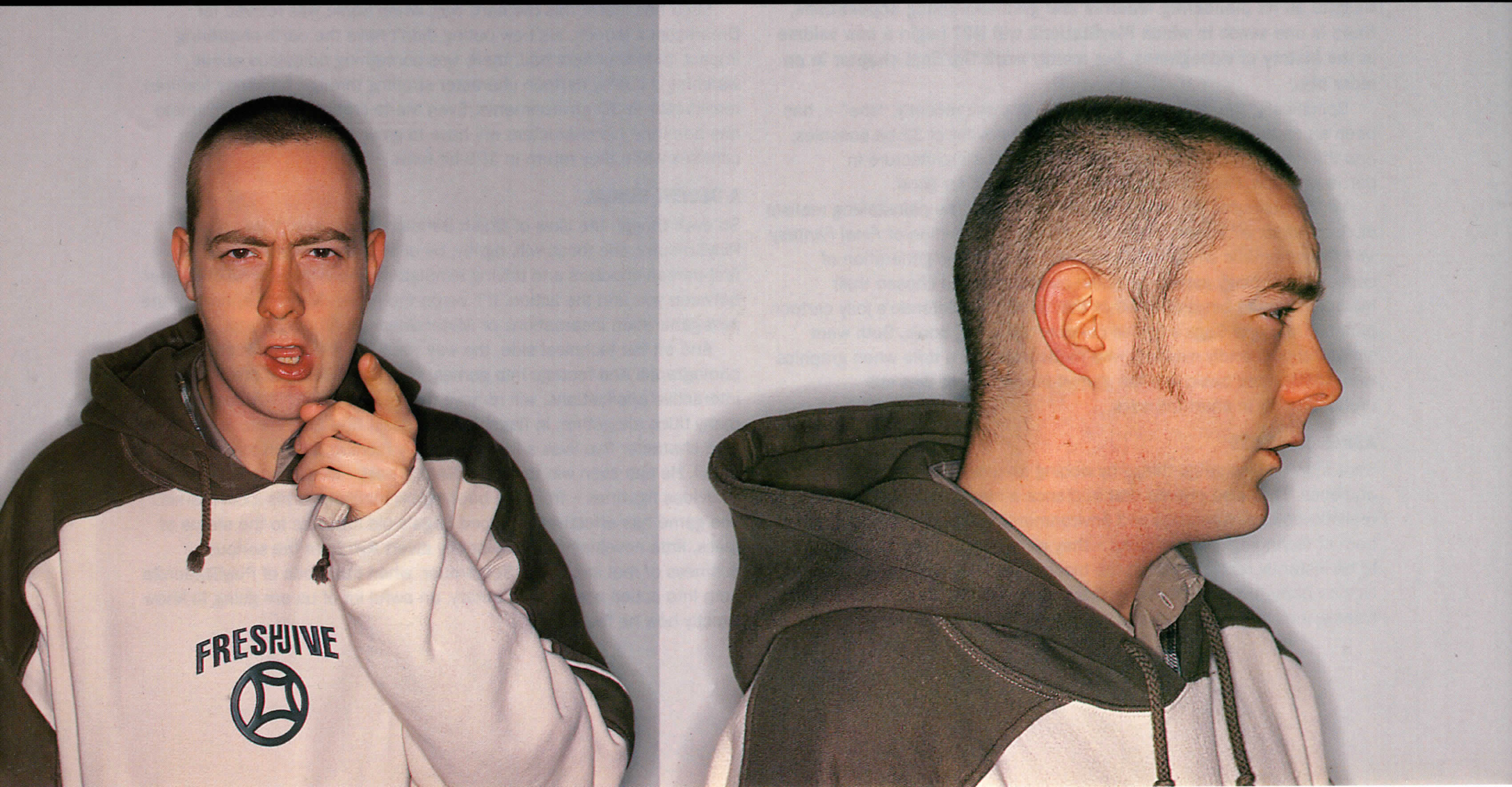
A DECENT BURIAL

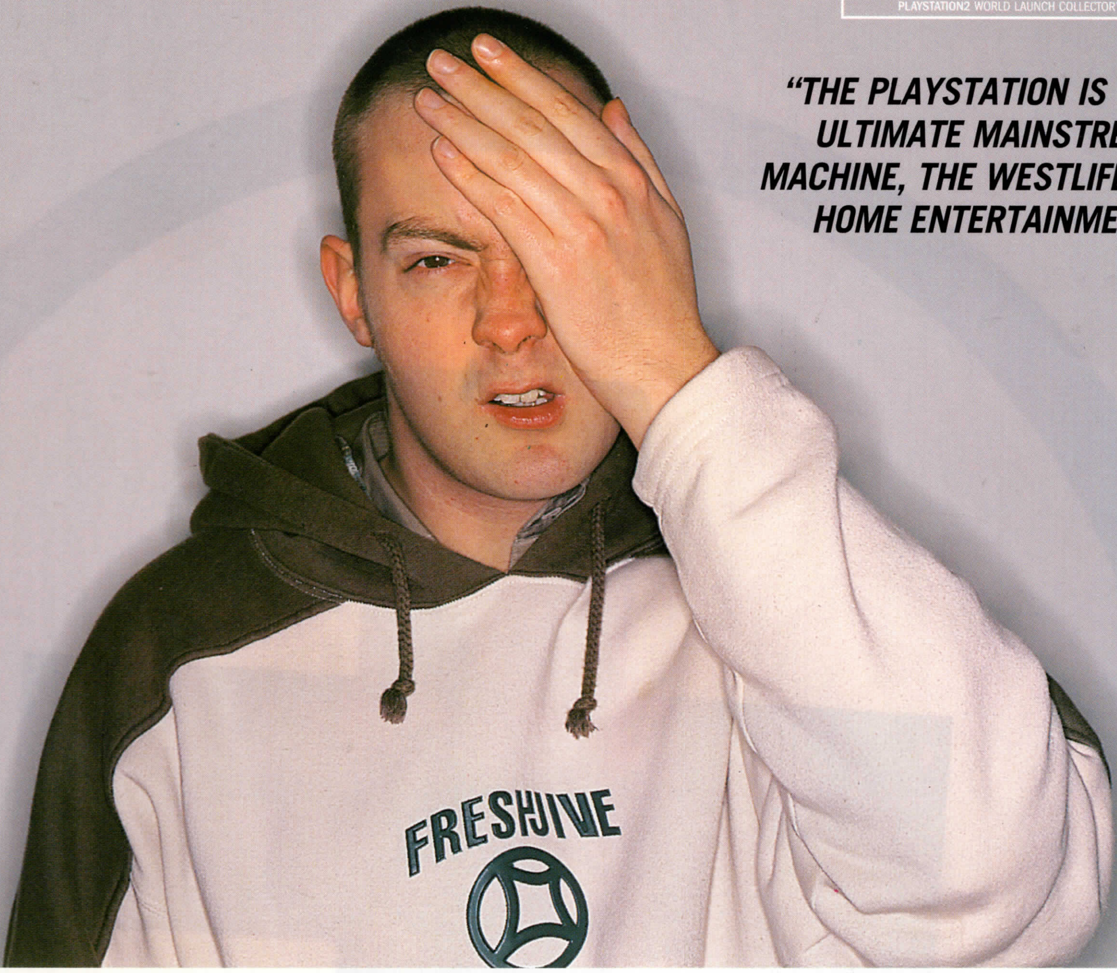
So even though the likes of Crash Bandicoot are set to turn up on PlayStation2, the focus will, rightly, be elsewhere. It'll be on the first-person shooters and driving simulators where there is no character between you and the action. It'll be on the movie-like atmosphere of the next-generation incarnations of *Metal Gear* and *Final Fantasy*.

And on the technical side, the way you'll be able to download digital photographs and footage into games, plus a multitude of other interactive applications, will remove the need for character design from many titles altogether. In flagship Dreamcast title *Shenmue,* for example, lead character Ryo lives a life realistically recreated down to every minute detail. He can even win toys from Sega's past – like plastic Sonic and Knuckles figurines – from the bubblegum machine in his local market. The game has effectively reduced Sega's old mascots to the status of relics, little novelties that only briefly divert Ryo from the serious business of real life. Come September, when hundreds of PlayStation2s hum into action across the country, an awful lot of us are going to know exactly how he feels. ⊗

PHOTOGRAPHY: **RICHARD LEWISOHN**

'PlayStation.....





> **"THE PLAYSTATION IS THE ULTIMATE MAINSTREAM MACHINE, THE WESTLIFE OF HOME ENTERTAINMENT"**

...cool? No way!"

THE BEST PLAYSTATION2 CAN HOPE FOR IS TO BE KING OF THE BLOCK HOUSING FAKE-ASS PUNKS, SAYS THE *BIG ISSUE*'S EDDY LAWRENCE

Finally, after literally weeks of anticipation, Sony is ready to drop the bomb diggety on the world of games with the launch of PlayStation 2. Crazed Sony scientists have been shackled to their gas taps ever since the PlayStation captured the wallets of the world, using forbidden technology to create a games machine so awesomely cool it will be visible from the sun.

No, wait! That was just a dream. Not the bit about PS2 coming out – that's true. But the sad truth is that it's less a must-have life-accessory and more the kind of thing you'd see Prince William carrying under his arm as he struts across the gardens of Eton with his cap on backwards.

FIDDLES. COOL?

When the original PlayStation came out, most smart money predictions were that it would be, at best, second fiddle in a three-fiddle hoedown. Main competitors Sega and Nintendo looked unassailable at the time. Both companies were dedicated to gameology and had spent years building their own distinctive game styles. Mario and Sonic were as distinct and iconic as Bugs Bunny and Mickey Mouse, Superman and Spider Man, MC Hammer and Vanilla Ice. The best PlayStation could hope for was to be king of the block housing fake-ass punks like the Atari Jaguar and sucker 3DO. But through a cunning combination of advertising and money, Sony grabbed the whole market in both fists and laughed maniacally at the sky.

Gaming, as we all know, is totally sick (as in "good"). But like skateboarding, it tends to phase in and out of fashion with the population at large. Public games enthusiasm was in a slump after the heady days of the Megadrive and SNES and the PlayStation cleaned up because it was an exciting, heavily marketed new machine from a big name which many people already had on their videos. And also because Sega and Nintendo just sat there scratching their nuts.

THE NEW GREY

The PlayStation2 has even less personality than its predecessor, setting itself up to be a ubiquitous box sitting in every AV unit in the land. That's not very cool at all.

Owning a telly isn't cool. Ovens aren't cool. Fridges aren't cool (apart from on the inside). Crash Bandicoot yodelling inane banter like a concussed vagrant from inside every TV on Earth is so not cool.

Cool things are things which no-one else has, or even knows about. The PlayStation2 is the ultimate mainstream machine, the Westlife of home entertainment. If you really want to look dope check out Exchange & Mart for a second-hand Virtua Boy. ⊗

"WE'VE GOT A PULSE!"

Some games age like a fine wine, others pass their sell-by date before they even reach the shelves. But what games in your collection get better with maturity?

Fighting fit

METAL GEAR SOLID

Looks sharp and is a belter to play. You should own this

Never felt better

GRAN TURISMO 2

You've got the keys to over 600 cars. Not even real life is this good

In great shape

ISS PRO EVOLUTION

Still the closest thing to real footy, no matter what machine you've got

Looking good

SUPER PUZZLE FIGHTER 2 TURBO

Looks simple but this is gameplay at its purest

FIRST AID

WHEN PLAYSTATION IS SUPERSEDED BY PLAYSTATION2, SURELY THE ONLY PLACE LEFT FOR SONY'S ORIGINAL GAMEBOX IS THE BIN? NOT SO, AS ALEX SIMMONS LOOKS BACK (AND FORWARD) AT THE GAMES YOU'LL NEVER GROW TIRED OF

For all its hi-res graphics and incredible processing power, the real genius of PlayStation2 is its ability to play most original PlayStation games. This sky-rockets the launch line-up from a dozen games to over 700, and also means your existing games collection will last for many years to come.

But the best is still to come. While developers around the globe are struggling with first-generation PS2 games, PlayStation is well into its fifth year and the boundaries are continually being pushed back. As programming techniques are refined, PlayStation games creep closer to perfection.

So, while many predicted the new millennium would mark the death of PlayStation, this year's new launches, some of which are the machine's finest to date, signify the dawn of a new era.

FEAR EFFECT

Stuffed with explosive action sequences and a gripping storyline, *Fear Effect* is more Hollywood blockbuster than small screen videogame. It takes the best bits of *Resident Evil* and improves on them, so brain-melting puzzles combine with slick Manga-style visuals to create what is easily one of the PlayStation's best action adventures.

Fear Effect uses a new graphics technique which streams all the animated backdrops directly off the CD, allowing for more detailed locations and also fewer loading times, especially compared to *Resident Evil 3: Nemesis*. The results look fantastic, and even though it's a concept which will be pushed to greater limits on the PlayStation2, it's a brilliant example of just how much life the good old PlayStation still has left in it.

VAGRANT STORY

Vagrant Story is a blend of full-on role-playing and arcade adventure from the creator of the cult hit, *Final Fantasy Tactics*. On paper it looks pretty much standard fare: you control a team of hardened adventurers, exploring a sprawling land to uncover the mysterious death of the Marquis Bardorba.

But what's cool here is the combat system. Unlike *Final Fantasy 8*, you actually fight it out in real-time, using any of the hundreds of weapons available. And like the very best role-playing games, the more time you invest in *Vagrant Story*, the more experience your characters earn and the more you get out of the game.

Visually it's neat but far from spectacular – the isometric view is a step backwards compared to *Final Fantasy 8*'s lush 3D environment. But for unparalleled gameplay, this clever mix of hard-edged role-playing and arcade-style fighting can't be beat.

LEGEND OF THE DRAGOON

Another giant role-player which absorbs the player in a gorgeous, beautifully detailed landscape. It's in the same vein as *Final Fantasy 8*, with enormous, smoothly animated characters, and a story guaranteed to keep you hooked from start to finish. But it's the old skool combat system which really works here. You don't have direct control over your fighters, but instead issue orders and then watch the action.

It's classic stuff, updated with the addition of special attacks which you execute manually at key points in the game. And because *Legend of the Dragoon*'s roots are traditional role-playing the emphasis is on pure gameplay rather than disposable action sequences. And that's your guarantee of pure entertainment, no matter what machine you're playing on.

AND THERE'S MORE

The new Millennium also marks the return of some old favourites. The sequel to the classic lightgun game *Time Crisis* is scheduled for release later this year. Other than its name, very little is known about *Time Crisis Titan*. Rumours have it a two-player game will feature – obviously a bonus – but even as a one-player blast, intense bullet-spraying action is definitely a promise this game will keep.

Final Fantasy 9 will be the last in the series on PlayStation. It's essentially an extension of *FF8* rather than a completely new game, but that's no bad thing. Few games involve the player on an emotional level as much as *Final Fantasy*, and early indications point to the ninth instalment being every bit as captivating.

So with such an impressive line-up for a console apparently verging on extinction, there are more than enough reasons for staying with the 32-bit generation.

Barely breathing

TOMB RAIDER: THE LAST REVELATION

Four years on and, like, what's new?

Unconscious

FIFA 2000

It doesn't look much and it's not great to play. Get lost!

Flatliner

WIP3OUT

There's no room for this sci-fi racer when PS2's turbo-charged graphics and sound bombard your senses

Dead on arrival

CRASH BANDICOOT

Great for its time, but with PS2's power you'll get SO much more

Low Street?

ADAM SMALLMAN FINDS OUT WHERE SONY'S NEW "E-TAILING" LEAVES TOWER, HMV, AND CO

Six weeks ago, Sony began to sell its hardware products straight to the public. It earmarked £2.4m to invest in SonyStyle.com (www.sonystyle.com) and expects to sell £58m worth of kit in its first 12 months.

Bundles of selected electronic goods, such as Vaio laptops with Memory Sticks, or TV and camcorder packages are available. No PlayStations or games. Yet.

It was a cautious launch. For starters, it's restricted to the Japanese market only. That limits overseas Sony retailers or you from upsetting local Sony product suppliers by getting kit with differences in price, availability or regional technology.

More importantly, it tried to give the impression of business-as-usual with its domestic retailers. The difference with what it was doing, explained SonyStyle president Kazumasa Sato, was that customers can buy tailor-made products, Vaios with memory chips smaller or larger than the existing line-up or with Internet services pre-installed.

Unsurprisingly, this distinction has not cut much ice with Japanese retailers. Discontent bubbled up. A spokesman for a confederation of big electronics retailers said: "Sony's target is quite large. But we hope to react calmly until we are informed by Sony of its pricing policy."

By unfortunate coincidence, the US body that represented music retailers chose the same week to sue Sony America, claiming its members were selling Sony music CDs that contained embedded hyperlinks to Sony's rival retail web sites such as CDNow (www.cdnow.com) where prices are around 30 per cent less than retail.

The genie is out of the bottle – PlayStation2 software, including movies and music, will migrate away from your local mall to online.

Sony's newest nudge towards genuine e-retailing comes at a time when game retailers in the UK are in far from rude health.

Some, such as Electronics Boutique, have buckled under the strains of intense PlayStation price-slashing which has boosted the numbers of games sold slightly but cut deep into profits.

Some premium full price games fell from around £44 to £29 but retailers have been paying the same wholesale prices.

The news that an epic game such as *Final Fantasy 11* will be available as an online game only simply ramps up the pressure. Hence the online sites quickly being set up by HMV (www.hmv.co.uk) and others.

"There's nothing like the buzz of walking into a busy videogames store and having the chance to pit your wits against the latest game before you buy"

Then there's www.freeloader.com which is attempting to offer games for free online. It's promising to offer the PC version of PlayStation game *Rat Attack* and an unnamed space game from Glass Ghost Studios. It'll be among the first to explore the opportunities of online PlayStationing although Sony's lawyers will undoubtedly be waiting in the wings.

The boss of games chain Pink Planet, Jason Gattiker, told trade paper MCV: "I believe there will be no space for the games retailer on the high street within 10-15 years." His response, like many others, is to explore how he can open up a niche in-between the giants going e-crazy.

CHIPS WITH EVERYTHING

Nik Agar, a founding partner in high street games retailer Chips, has covered his back with the launch of his online business (www.chipsworld.co.uk) which he hopes will complement his handful of shopfronts.

He insists the high street ain't finished yet.

Are you concerned by Sony's plans for online retailing of software and associated products?

"It's always a concern when any major supplier sells to both ourselves and the consumer.

"We would hope that they will do it in a sensible manner that increases business for both them and us. If they sell direct they must make sure the prices on the street are the same as online and the release dates are the same."

Do you see a future for independent retail operations such as CHIPS given the plans of companies such as Sony?

"Yes, of course. There's nothing like the buzz of walking into a busy video games store and having the chance to pit your wits against the latest game before you buy.

"Shops complement the plans by companies like Sony. They give a shop window through which the goods can be viewed. Buying online is all well and good but what happens when a product goes wrong? We believe people will always shop."

Should the public be concerned by any aspect of online retailing?

"There are two main aspects to be concerned about – one is online security and the other is the credibility of the company.

"If you are buying on the net, be cautious! Make sure that you only buy from sites, which are accredited or recommended or known, to you. Make sure you can contact a real-world store if things go wrong."

Finally, will you be importing PS2 before its official UK launch?

"Yes. You can count on us!"

R
Y
START
LOG

MONEY BOX

SONY CALLS IT "THE OFFICIAL CURRENCY OF PLAYTIME". ADAM SMALLMAN DISCOVERS IT MAKES THE WORLD TURN

Like a tacky gameshow where victims enter a perspex tank to grab fluttering greenbacks, PlayStation2 and its associated products have the ability to make men rich. Or poor...

And in the middle of all this rampant money making, Sony's new machine aims to help usher in a new era of e-commerce that promises as much as it threatens.

For the consumer: more information, more access and more choice. All good things. For the retailer: the big squeeze as Sony, and huge corporations like it, increasingly see the web as the way forward and market their products directly to the public; effectively waving goodbye to the middleman – in this case the retailer. Sure, there's money in them thar hills – but it's got Sony's name on it.

BANKING ON IT

Games account for nearly 40 per cent of Sony's profits and in some of its other businesses, such as movie division Columbia TriStar, times are tough. PlayStation2 is a linchpin for Sony's e-commerce plans. If Sony can't set up a web business that starts fuelling profits into the company, then PlayStation2 becomes an orphan and we may as well go home. Recent weeks have seen a spate of significant announcements that illuminate the route to loot that Sony is taking.

Its biggest move will be the acquisition of a clearing bank, a deal yet to be done but which will be crucial to turning credit card details into profit. Without a kosher system of money transfer, databases, complex currency exchange process, Sony risks floundering. Already, the US has a Sony Card earning reward points against Sony product, and describing itself as "the official currency of playtime".

Next up came the thorny issue of side-stepping retailers and selling Sony product direct to the public (see p122). Sony is committed not just to lubricating the process of using its products. The transactions needed to get that product, whether it's downloading *Final Fantasy 11* or ordering up a Mavica camera, will be done over the web and through your PlayStation2. In the long term, this move will bulk up the muscles of the company by cutting out the middlemen and building huge and highly prized databases of customers. But ambitious e-commerce plans carry a web of problems.

AND THE BAD NEWS...

Four weeks ago, Sony Music was sued by US music retailers who say the company forces them to market Sony's online services. Retailers of Sony hardware in Japan may know how they feel: they're digesting the launch of SonyStyle.com selling products direct to the Japanese public.

Like most big companies, the method and speed of switching from retailing to e-tailing is the most contentious and hard-to-manage process facing Sony. And while getting hold of your games on the net means fewer visits to HMV and possibly less cost, how would you feel about Sony if your post carried a Final Demand red letter from Sony Debt Collection for unpaid movies and games? Or it barred you from their site because you used up your e-credits? How will teenagers with their tightly-controlled access to credit cards pay for the e-launch of *Gran Turismo 6*?

DEVELOPING STRESS

Sony's world takeover bid not only has a knock-on effect for retailers and consumers, but for developers too. Clearly, as the stakes rise, the bets they lay on their games being successful must grow bigger. The boss of *UEFA Champions' League* and *World League Soccer* maker Silicon Dreams, Gavin Cheshire, claimed last month that games for PS2 could cost £1m to make. If so, they then have to sell 300,000 before making money: "There are 72-odd million PlayStations out there and the amount of games that are launched and achieve those sorts of sales figures are still low," he said. Too right – a brand like *Tomb Raider* can shift three or four million worldwide. But what does it mean for smaller developers?

BIG WORLD

Sony's e-conomy already reaches around the world despite PS2's US and European launch still seven months away. The frantic partnering is exhaustive: a pair of deals with RealJukebox and Liquid Audio to download audio files, 25 licences to use Sony's Memory Stick storage system issued, a joint venture with Palm Computing to develop handhelds, an agreement on music copyright protection software with IBM...

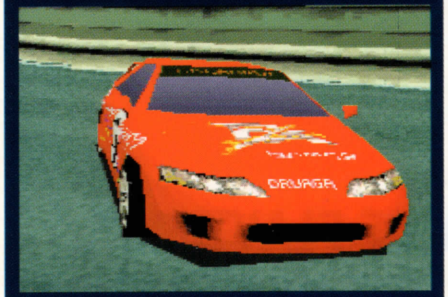
Whatever happens, the wheels are already in motion, and you can be sure there will be as many winners as there are losers. Needless to say, it's a fairly safe bet as to what side Sony will be on. ⊗

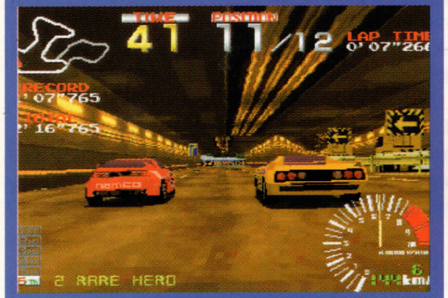
TIMELINE PLAYSTATION'S RISE TO GLOBAL DOMINATION

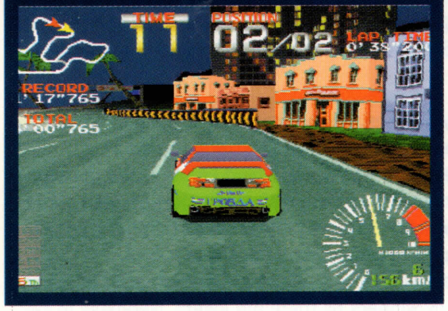
SEPT 95

RIDGE RACER

The arcade version was still a knockout experience at the time of the PlayStation release. Owning it was an opportunity not to be missed.



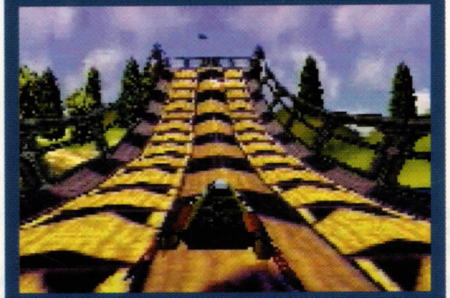

TIME
41
POSITION
11/12
LAP TIME
0'07"26
RECORD
'07"765
TOTAL
'16"765
2 RARE HERO

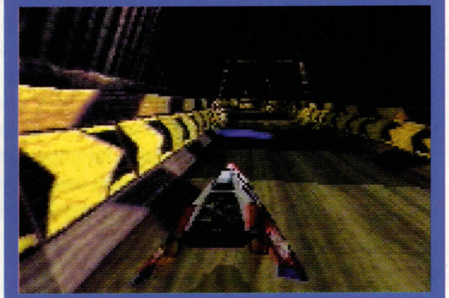

TIME
11
POSITION
02/02
LAP TIME
RECORD
'17"765
TOTAL
'00"765
158 km/h

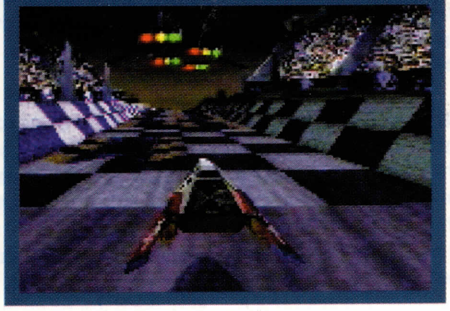
SEPT 95

WIPEOUT

Defined the PlayStation to a UK audience hungry to taste its wares, with jaw-dropping visuals and a soundtrack from the UK's leading techno artists.



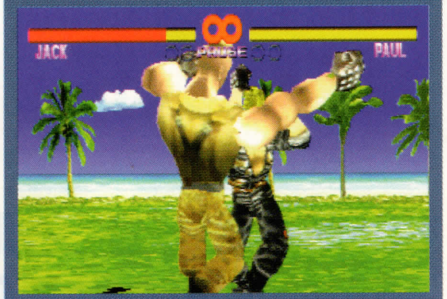


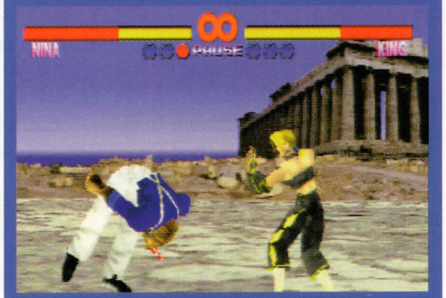


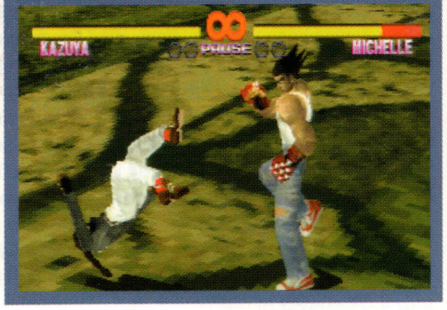
NOV 95

TEKKEN

Revolutionary 3D fighting game, the first in a great series. The arcade version was basically a PlayStation in a cabinet, so it was identical.


JACK
PAUSE
PAUL


NINA
PAUSE
KING


KAZUYA
PAUSE
MICHELLE

NOV 95 TO OCT 96

NOV 95

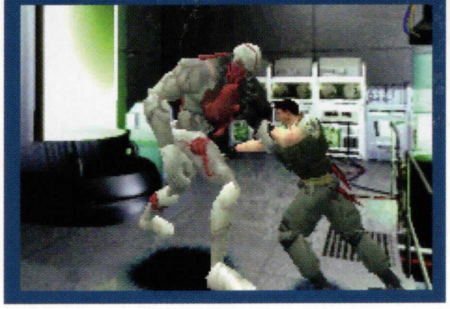
FIFA 96

Welcomed by the great British public as the best representation of the beautiful game, with its commentary from TV celebs and some slick presentation.

JUNE 96

RESIDENT EVIL

Genuinely shocking horror adventure, though an outstanding game even without the gimmick. So good, zombie film-maker George Romero got involved.



OCT 96

TIME CRISIS

Gun games don't usually sell so well, but the PlayStation version of the massive arcade hit offered so much more that it became essential to own.

ACTION!
4566
03'55"33
04'02"00

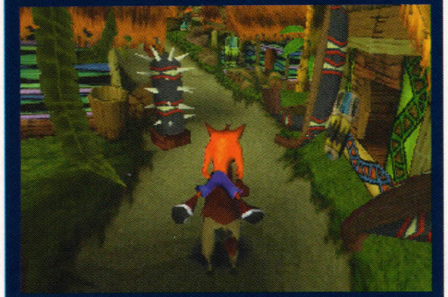
ACTION!
5520
00'51"13
02'05"00

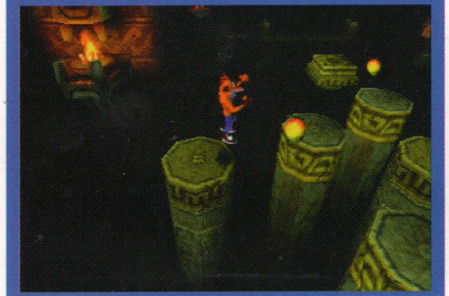
NOV 96 TO NOV 97

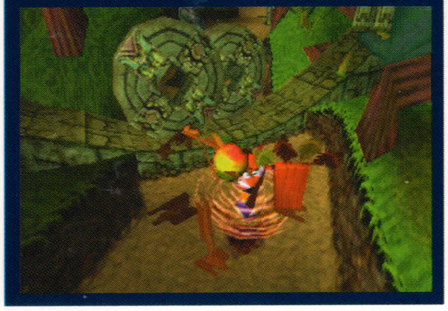
NOV 96

CRASH BANDICOOT

A technically superb platform game, with all the trappings of a classic adventure. But it was Crash's wisecracks and the off-the-wall images that made it a hit.



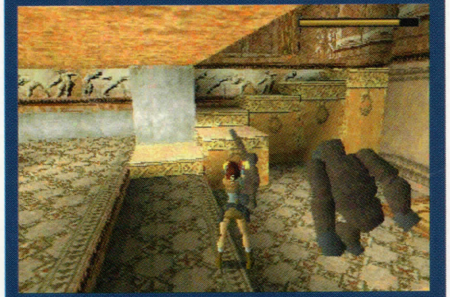


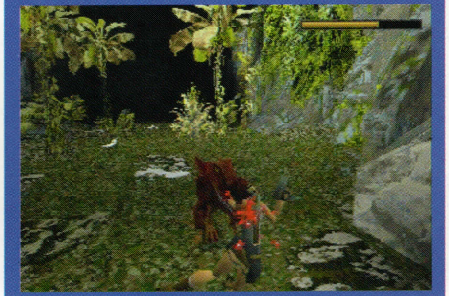


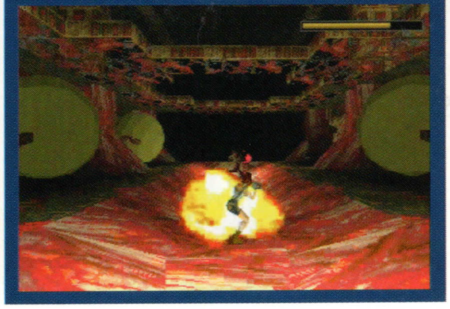
NOV 96

TOMB RAIDER

Lara Croft became one of the icons of the last century. Games journos raved about the game's technical clout, but fans went crazy about the girl.



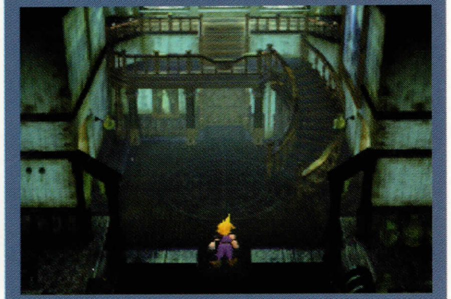


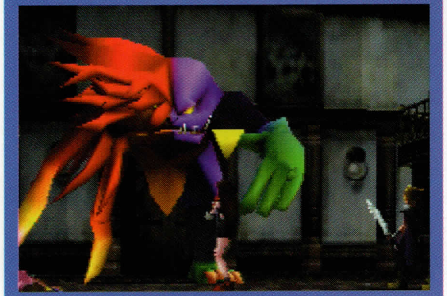


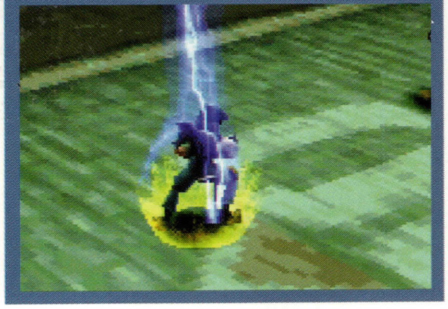
NOV 97

FINAL FANTASY VII

Demonstrated the power of emotion in games, with one heart-rending scene – the death of Tifa. A magical plot, splendid graphics and highly involving gameplay.





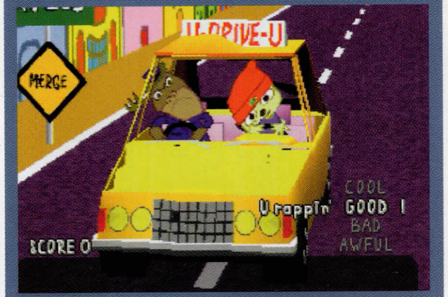


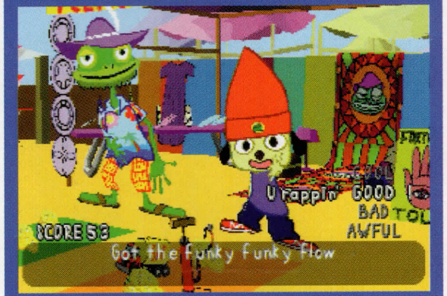
MARCH 98 TO FEB 99

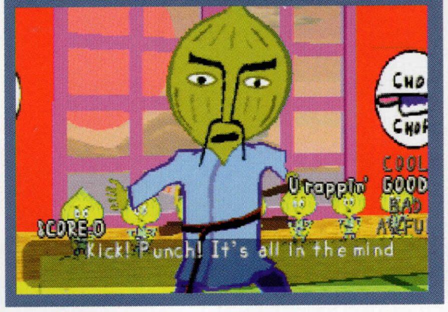
MARCH 98

PARAPPA THE RAPPA

A Sony Music artist's project that can be picked up and enjoyed by anyone. PaRappa redefined digital interactive entertainment.


U-DRIVE-U
MERGE
COOL
U rappin' GOOD
BAD
AWFUL
SCORE 0

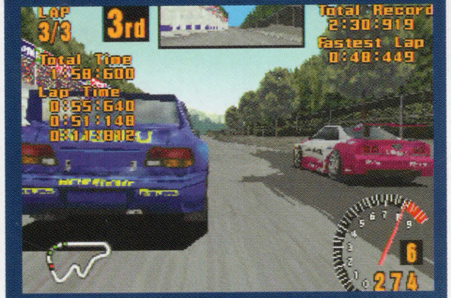

U rappin' GOOD
BAD
AWFUL
SCORE 53
Got the funky funky flow

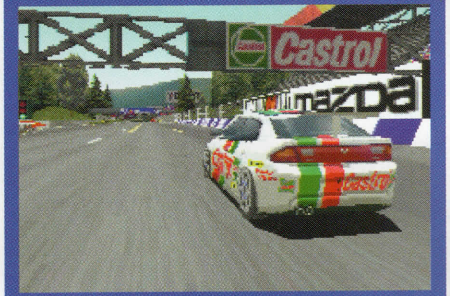

COOL
U rappin' GOOD
BAD
AWFUL
SCORE 0
Kick! Punch! It's all in the mind

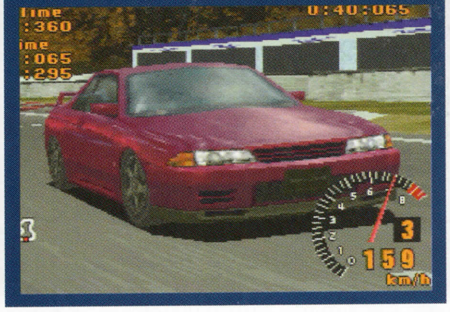
MAY 98

GRAN TURISMO

Over 100 real cars to race, that not only looked authentic, but boasted accurate dynamics, and had real sampled engine/exhaust noise.


LAP 3/3
3rd
Total Record 2:30:919
Fastest Lap 0:48:449
Total Time
Lap Time
6
274

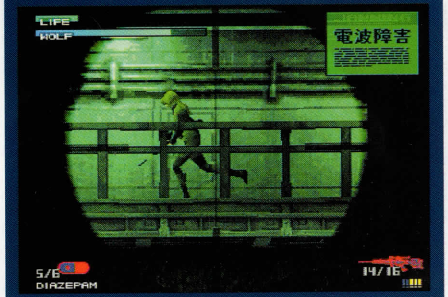

Castrol
mazda

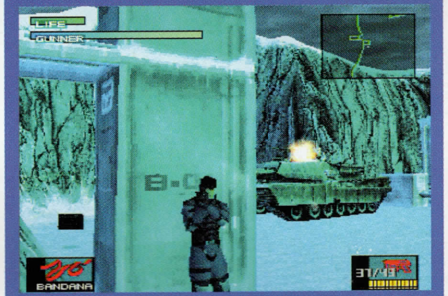

0:40:065
3
159
km/h

FEB 99

METAL GEAR SOLID

The most cinematic action game on PlayStation. This game found new ways for the Dual Shock controller to enhance the gaming experience.


LIFE
WOLF
電波障害
5/6
DIAZEPAM
14/16


LIFE
GUNNER
BANDANA
31/45

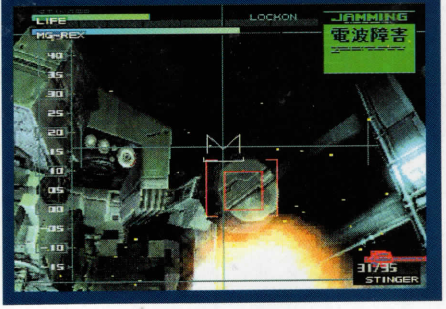
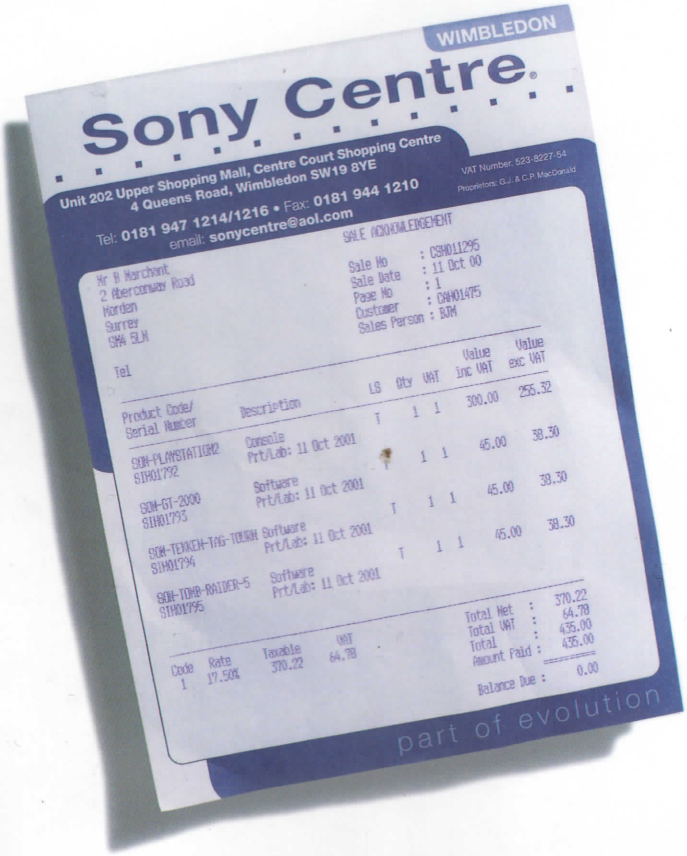

LIFE
MG-REX
LOCKON
JAMMING
電波障害
31/35
STINGER

ILLUSTRATION: IDENTIKAL

SONY
MEMORY CARD
"HOW WILL YOU BE PAYING?
CASH OR CREDIT CARD?"
IDE 1
SIDE 2
FRONT EVALUATION



WIMBLEDON

Sony Centre®

Unit 202 Upper Shopping Mall, Centre Court Shopping Centre
4 Queens Road, Wimbledon SW19 8YE
Tel: 0181 947 1214/1216 • Fax: 0181 944 1210
email: sonycentre@aol.com

VAT Number: 523-8227-54
Proprietors: G.J. & C.P. MacDonald

SALE ACKNOWLEDGEMENT

: CSH011295
Sale No : 11 Oct 00
Sale Date : 1
Page No : CAH01475
Customer
Sales Person : BJM

Mr B Marchant
2 Aberconway Road
Morden
Surrey
SM4 5LN

Tel

Product Code/ Serial Number	Description	LS	Qty	VAT	Value inc VAT	Value exc VAT
		T	1	1	300.00	255.32
SON-PLAYSTATION2 SIH01792	Console Prt/Lab: 11 Oct 2001	T	1	1	45.00	38.30
SON-GT-2000 SIH01793	Software Prt/Lab: 11 Oct 2001	T	1	1	45.00	38.30
SON-TEKKEN-TAG-TOURN SIH01794	Software Prt/Lab: 11 Oct 2001	T	1	1	45.00	38.30
SON-TOMB-RAIDER-5 SIH01795	Software Prt/Lab: 11 Oct 2001					

Code	Rate	Taxable	VAT
1	17.50%	370.22	64.78

Total Net : 370.22
Total VAT : 64.78
Total : 435.00
Amount Paid : 435.00
Balance Due : 0.00

part of evolution

PUBLISHED BY:
emap active